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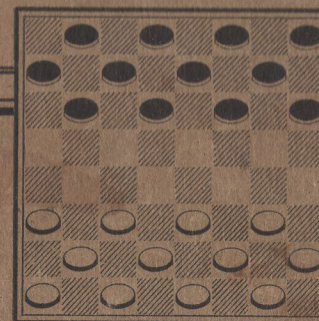
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## **CHECKERS** **THE HANDY MANUAL** By P. H. KETCHUM



Complete instructions on  
the scientific method of  
playing the game.

*Alma Griffith*



## The Games in This Book will be continued from week to week

in the checker columns of the papers listed below. Play will be given on the strong lines of each of the forty-seven two-move openings alternating with games on the go-as-you-please style. Subscribe to the nearest paper running the column and keep up to date.

The Sun, Baltimore, Md.  
The Times, Akron, Ohio.  
The Star, Muncie, Indiana.  
The Journal-News, Racine, Wis.  
The Register, Des Moines, Iowa.

## CHECKERS

### The Handy Manual

*Containing the standard laws, instructions to beginners and students on the scientific method of playing the game, and the best lines of play on all the standard openings.*

*Alva Gifford*

By P. H. KETCHUM.  
Author of *Flora Temple No. 1* and *No. 2*  
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## PREFACE

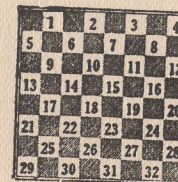
**T**HE object of this little treatise is to start the beginner on the right road to proficiency in the game of checkers. Checkers is a simple game to learn, yet it is so deep that no one has yet mastered it to the extent of being invariably able to prevent defeat. While the origin of the game is lost in remote antiquity, its popularity is ever on the increase. The American Checker Association, organized in 1907, has successfully conducted five national championship tourneys and these tourneys are now bi-annual events. Nearly every state in the union has its state checker association and holds an annual tourney. If this little booklet results in advancing the popularity of the game the author will feel his labor rewarded.

P. H. KETCHUM.

Milwaukee, Wis., 1923.

## Instructions for Beginners

The squares on the checkerboard are numbered from 1 to 32 beginning at the upper left hand corner and running from left to right as shown on the diagram.



At the beginning of a game, the black men occupy the squares numbered from 1 to 12 and the white men occupy the squares numbered from 21 to 32. Black always moves first.

In taking up the study of the game, the student should first aim to master thoroughly, one opening with the black and one opening with the white side. The most popular opening move is 11-15 and if this is decided upon it will be noted that white has seven replies. These replies are all treated upon in this book and a line of play should be memorized to meet each one. With the White, the student should select an opening to play against 11-15 and also prepare a line against each of the other six opening moves. This is called the go-as-you-please style of play. After the student has perfected himself in this style of play, each opening should be taken up in turn until the entire forty-seven openings are mastered, every possible opening move for black and every possible white reply. This is called the two move restriction style of play and is in general usage among experts.

While judgment is most essential, memory plays an important part in the making of an expert checker player. The beginner may find it difficult to memorize games at the start, but with a little judicious training, he will find that the memory is capable of infinite development. Checkers is a memory system in itself and one variation suggests another in such a logical sequence that our experts are able to memorize variations running into the thousands with little mental effort.

Checkers is an exact science, but checker players are not always exact and the perfect checker book remains to be written. Care has been taken to make the play in this book as near perfect as the material at hand would permit. Corrections will be acknowledged in the press and incorporated in a future edition.

The first game under each opening is called the trunk. The numbers and letters at the right of the moves refer to the variations and notes that branch from the trunk like the branches of a tree. When two names are attached to a variation, the one mentioned first played the black. The positions in this book are all set with the black side at the top of the diagram.



THE Standard Laws of the game were written by Andrew Anderson in 1848, and have remained official to this day without modification or change, except in a few minor instances. They have been revised by Rem. A. Johnston, the well-known writer, critic and authors' agent, that they may conform, so far as language goes, to modern usages, and are presented herewith:

## The Standard Laws

### The Standard Board.

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.
2. The Board shall be placed so that each player shall have a single corner square at his left hand.

### The Standard Men.

3. The Standard Men, technically described as Black and White, must be light and dark (say red and white, or black and white), turned, and round, and not less than one and one-eighth, nor more than one and one-fourth inch, in diameter.

### Placing the Men.

4. The men shall be placed on the black squares.
5. The Black men shall invariably be placed upon the real or supposed first twelve squares of the Board; the White men upon the last twelve squares.

### Order of Playing.

6. Each player shall play alternate games with Black and White men, and lots shall be cast for the color only once: viz., at the commencement of a match, the winner to have the choice of taking either Black or White.
7. The first move must invariably be made by the player having the Black men.

### Time Limit for Moving.

8. At the end of five minutes (if the move has not been previously made), "Time" must be called in a distinct voice by the person appointed for the purpose; and, if the move be not completed at the expiration of another minute, the game shall be adjudged as lost through improper delay.
9. When there is only one way of taking one or more men, "Time" shall be called at the end of one minute; and, if the move be not completed at the expiration of another minute, the game shall be adjudged as lost through improper delay.

### Arranging the Men During a Game.

10. Either player is entitled, on giving intimation, to arrange his own or his opponent's men properly on the squares. After the first move has been made, however, if either player touch any man without giving intimation to his opponent, he shall be cautioned for his first offense, and shall forfeit the game for any subsequent act of the kind.

### Touch and Move.

11. After the men have been arranged, if the player whose turn it is to play, touch one, he must either move such man or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.
12. If any part of a playable man be moved over an angle of the square on which it is stationed, the play must be completed in that direction.

### Capturing Play.

13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even though one or more men should have been taken.

### Removing Man.

14. When capturing, if a player remove one of his own men, he cannot replace it; but his opponent can either play or insist on his replacing it.

### False or Improper Move.

15. If either player make a false or improper move, he shall instantly forfeit the game to his opponent, without another move being made.

### The "Huff" or "Blow."

16. If a player fail to capture a man which he should have taken, but move elsewhere, his opponent, before playing, may remove from the board the man which should have captured. This is called the "Huff" or "Blow," and it is never counted as a play.
17. The player has the option and power to Huff, to compel the capture, or to let the man remain on the Board, as he thinks proper.

### Crowning the Men.

18. When a man reaches, for the first time, any of the squares on the opposite extreme line of the Board, technically called the "King Row," it becomes a "King," and can be moved backwards or forwards, as the limits of the Board permit (though not in the same play), and must be "crowned" (by placing a man on the top of it) by the opponent; but, if said opponent neglect to do so and play, such play shall be put back until the man be crowned.

### Drawn Games.

19. "A Draw" is when neither of the players can force a win. When one of the sides appears stronger than the other, the player of the stronger side is required to complete the win, or to show to the satisfaction of the Umpire or Referee at least, a decided advantage over his opponent within forty of his own moves, said moves to be counted from the point at which notice was given, failing in which he must relinquish the game as a draw.

### Conduct of Players and Spectators.

20. Anything which may tend to annoy or to distract the attention of the players is strictly forbidden—such as making signs or sounds, pointing or hovering over the Board, or unnecessarily delaying to move a piece touched. Either principal who so acts after he has been warned of the consequences and requested to desist, shall forfeit the game.
21. During a game, neither player shall be permitted to leave the room without sufficient reason or without receiving the opponent's consent or company.
22. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play may be discontinued until such offending person has retired.

### Match Games.

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player would have the Black men—that is, the "first move"—the same number of times.

### Enforcement of the Laws.

24. The principal who violates any of these laws must submit to the prescribed penalty, and his opponent is equally bound to exact the same.

### Unforeseen Disputes.

25. Should any dispute arise that cannot be satisfactorily settled by the preceding laws, a written statement of facts must be sent to a disinterested arbiter, having knowledge of the game, whose decision shall be final.



## ALMA.

This line of the Alma is not as commonly played as some others and for that reason may be found more effective.

11-15 5-9-A 15-24 12-16 15-19  
23-19 17-13 28-19 15-8 23-18  
8-11 1-5 11-16 4-11 19-15  
22-17 22-17-4 17-14 14-10 18-14  
3-8 2-7-B 10-17 7-14 16-20  
25-22 25-22-2 21-14 22-17 14-10  
11-16 16-20 8-11 24-27 15-6  
26-23 23-18-C 30-25-1 17-1 1-10  
7-11 14-23 16-20 27-31 11-16  
31-26 27-18 25-21-D 13-6 Drawn.  
9-14 20-27 20-24 31-15  
29-25 32-23 19-15-E 6-2

—American Draught Player.

A—An interesting variation from the usual 16-20.

B—16-20 would lose by 19-16.

C—19-16, 12-19, 23-16, 8-12, black

wins.

D—22-17, 12-16, 19-12, 11-15, black

wins.

E—14-10, 7-14, 22-17, 24-27, 17-1,

27-31, black wins.

## Variation 1.

22-17-F 26-22 13-6 17-13 3-7  
16-20 24-27 27-31 8-12 11-16  
19-15-G 19-16 6-2 6-10 18-11  
4-8-H 12-19 31-27 23-27 23-26  
23-19-I 15-10 2-6 10-8 Drawn.  
20-24 6-15 27-23 19-23

—J. Maize.

F—19-15, 16-19, 15-8, 4-11, 23-16, 12-19, 22-17, 19-24, 26-23, 11-15, black

wins.

G—26-22, 20-24, 30-25, 12-16, 19-12,

11-15, black wins.

H—11-16, 15-11, 6-10, 11-2, 10-15,

18-11, 9-27, may draw but black has

a hard ending.

I—26-22, 20-24, 15-10, 6-15, 13-6, 15-19,

drawn.—J. Millwick.

## Variation 2.

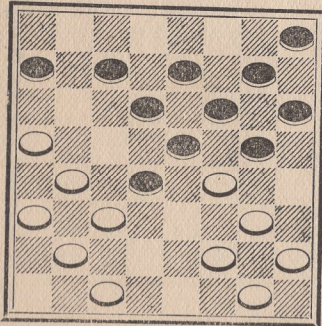
26-22 14-23 32-23 11-16 17-14  
16-20-3 27-18 15-24 30-26 10-17  
23-18 20-27 28-19 8-11 21-14  
Drawn the same as trunk at the

32nd move.

## Variation 3.

14-18, 23-14, 9-18, forms the follow-

ing fine position:



White to play and win.

17-14 23-26 25-22 8-12 2-6  
16-23 30-23 18-25 17-14 W. wins  
14-9 12-16 27-2 10-17  
5-14 23-19 25-30 21-14  
22-17 16-23 24-20 15-18

McInnes vs. McKendrick.

## Variation 4.

21-17 5-14 17-13 11-16 30-21  
14-21 22-17 18-25 7-10 23-26  
23-18 6-9-6 13-6 16-23 20-16  
16-23 18-6 15-18 10-17 12-19  
26-19 2-9 6-2 25-29 27-23  
9-14 25-22-5 10-14 24-20 Drawn.  
18-9 14-18-J 2-7 21-25-K

—J. Moir vs. Dr. A. Schaefer.  
J—9-13, 27-23, 11-16, 24-20, 15-24,  
28-19, 8-11, 32-28, white wins.—Geo.  
Dick.

K—8-11 would lose by 17-22.

## Variation 5.

17-13 16-23 30-23 18-9 18-14  
14-18 10-17 22-17 7-23 9-18  
13-6 29-25 14-10 8-11 19-16  
18-23 24-20-L 21-25 23-19 18-14  
27-18 8-11 23-18 9-6 15-8  
15-29 28-24 17-22 32-27 14-10  
6-2 4-8 18-14 25-30 8-11  
10-14 17-14 22-18 27-23 Drawn.  
2-7 25-22 19-16 30-26  
11-16 24-19-M 12-19 23-18  
7-10 23-26 10-7 6-9

—Charles Heffner.

L—24-19, 8-11, 28-24, 25-22, 17-26,  
21-25, black wins.

M—14-10, 22-18, 10-15, 12-16, 15-22,  
16-19, black wins.

## Variation 6.

2-7-N 32-23 7-11 23-19 28-32  
27-23 11-15 22-18 8-11 19-16  
15-18 25-22 11-15 2-7 W. wins  
24-20 15-24 18-2 24-28  
18-27 28-13 15-24 7-14

—D. Milligan.

N—14-18, 17-14, 10-17, 19-1, 17-29,  
27-23, white wins.

## AYRSHIRE LASSIE.

The trunk game was played in the  
international match between Great  
Britain and the United States. Rich-  
ard Jordan, black. A. J. Heffner,  
white.

11-15 7-11 2-7-E 12-19 6-10  
24-20 22-15 32-28 26-23 18-14  
8-11-A 11-18 11-15 19-26 10-17  
28-24-B 30-26 20-16 31-22 21-14  
4-8 8-11 14-18-3 1-6 3-8  
23-19 25-22-D 23-14 24-19 Drawn.  
15-18-C 18-25 10-17 15-24  
22-15 29-22 19-10-2 28-19  
11-18 9-14-7 6-15 7-11  
26-22 27-23 22-13-1 22-18

A—15-19 forms the Bristol opening.  
9-13 forms the Wagram. 9-14, 10-14,  
and 7-11 are sometimes played but  
8-11 is considered the best.

B—This forms the Ayrshire Lassie  
opening. It is good safe opening to  
play against 11-15.

C—9-14 and 12-16 are both good  
here.

D—26-22 looks good but it loses by  
11-16, 20-11, 3-7, 22-15, 7-23, black  
wins.

E—A strong line for black which  
has not received much attention from  
the authorities. It was a favorite  
with the late Richard Jordan.

## Variation 1.

21-14 17-13 5-14 9-6 10-14  
12-19 6-10 13-9 7-11 3-6  
22-17 14-9 14-18 6-2 14-17  
1-6

—R. Jordan vs. W. Veal.

## Variation 2.

22-18 21-17 12-19 24-15 31-24  
15-18 18-22 15-11 22-31 28-19  
31-27 19-15 7-16 15-11 9-14  
5-9

Drawn.

—"Marvel."

## AYRSHIRE LASSIE.

R. D. Yates is considered by many  
the greatest checker player that ever  
lived. In 1876, at the age of nine-  
teen, he won the championship of the  
world from James Wyllie. The trunk  
game given here was played between  
these two masters. R. D. Yates, black,  
James Wyllie, white.

11-15 30-26-2 12-19 19-16 23-26  
24-20 9-13 23-16 2-7 31-22  
8-11 32-28 15-18 28-24 17-26  
28-24 13-22 16-12 9-13 29-25  
3-8-A 25-9 18-23 24-20 26-30  
23-19 5-14-1 26-19 14-17 25-22  
9-14 19-16 11-16 21-14 30-26  
26-23 12-19 20-11 10-17 22-18  
5-9 23-16 7-23 16-11 Drawn.  
22-17 8-12 24-19 7-16  
1-5-B 27-23 6-9 20-11

A—This position is often brought  
up from the Kelso thus: 10-15, 24-20,  
7-10, 28-24, 3-7. It leads to a very  
equal game.

B—9-13, 30-26, 13-22, 25-9, 6-13, 26-

22, 1-6, 23-18, white wins. J. A.  
Kear jr.

## Variation 1.

6-13 27-23 18-23 24-19 13-17  
19-16 12-19 26-19 5-9 25-22  
12-19 23-16 11-16 19-16 17-26  
23-16 15-18 20-11 10-14 31-22  
8-12 16-12 7-23 29-25 Drawn.

—W. Gardner vs. James Smith.

## Variation 2.

17-23 20-11 21-17 19-3 32-28  
15-18-5 8-15 14-21 8-11 11-15  
31-26-C 26-22-3 23-14 30-23 23-19  
11-16-4 4-8 10-26 31-30 Drawn.

—G. Reay vs. John Robertson.  
C—30-26, 14-17, 21-14, 10-17, 23-14,  
9-18, 26-22, 17-26, 31-15, 11-18, 32-28,  
5-9, 25-22, 18-25, 29-22, 9-14, 27-23,  
7-11, 22-18, 6-9, black wins.

## Variation 3.

25-22 22-26 24-20 14-18 3-12  
13-25 23-18 26-22 16-11 10-3  
29-22 26-30 17-13 7-16 12-16  
14-18 32-28 18-23 20-11 3-7  
23-14 30-26 27-18 18-23 16-19  
9-25 18-14 22-15 12-8 7-10  
21-17 12-16 28-24 23-26 19-23  
15-13 19-12 10-14 8-3 10-15  
30-21 6-9 20-16 26-30 21-17  
18-22 13-6 15-10 11-7 30-25  
26-23 2-18 24-20 4-8 B. wins

—R. D. Yates vs. Clarence Freeman.

## Variation 4.

14-17-D 17-26 5-9 13-17 26-30  
21-14 30-14 25-22 18-14 5-1  
10-17 6-9 18-25 17-22 30-26  
23-14 13-6 29-22 14-9 1-5  
9-13 2-18 9-13 22-26 26-22  
26-22-E 32-28 22-18 9-5 5-9

Forms a critical position by W.  
Gardner. Black just manages to se-  
cure a draw.

## Variation 3.

6-9-F 24-27 16-19 1-6 10-15  
16-11-6 31-24 23-16 23-19 19-10  
7-16 12-16-5 10-15 15-24 14-17  
24-20 24-20 26-23 28-19 Drawn.  
15-24 9-13-4 3-10 6-9  
30-11 11-7 16-11 11-8

—A. J. Heffner.

F—Black has a critical draw here  
by 5-9 but it would take an expert  
to find it across the board. Continue  
16-11, 7-16, 24-20, 15-24, 20-11, 24-27,  
31-24, 12-16, 24-20, 9-13, 11-7, 14-17,  
etc. drawn.

## Variation 4.

1-6-G 10-15 17-13 15-19 7-3  
11-7 22-17 14-18 11-7 18-23  
16-19 3-10 16-11 10-14 28-24  
23-16

—A. J. Heffner.

G—10-15, 11-7, 3-10, 20-11, 1-6,  
11-8, 9-13, 8-3, 6-9, 28-24, white wins.  
—P. H. K.

## Variation 5.

10-15 9-13 26-22 3-7 3-7  
24-19 22-18 1-5 8-3 11-16  
15-24 5-9 11-8 7-11 7-10  
28-19

—P. H. Ketchum.

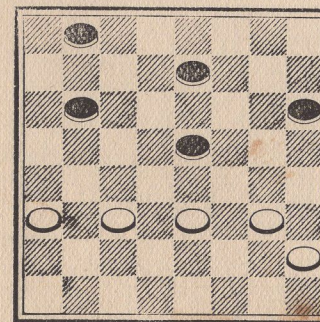
## Variation 6.

21-17 10-14 7-2 21-25 22-18  
14-21 18-11 14-17 26-23 Drawn.  
23-18 3-10 2-6 17-26  
7-11 11-7 10-14 31-22  
16-7 9-13 6-10 14-17

—J. S. Carmichael.

## Variation 7.

11-15 20-16-1 2-27 19-10 3-7  
27-23 14-18-J 31-24-L 6-15 32-28  
9-14-H 23-7 5-9 26-23  
And we have a position by W.  
Veal.



Black to play and draw.

1-5-M 12-16 5-14 15-24 24-27  
23-18 17-13 13-9 29-19 8-3  
7-11 9-14 16-20 20-24 27-31  
21-17 18-9 24-29 9-6 Drawn.  
H—9-13 is the best move here but  
9-14 is more frequently played.

I—If white plays 32-28 here then 2-7  
is the same as the trunk game.

J—2-7-K, 24-20, 15-24, 22-18, 19-12,

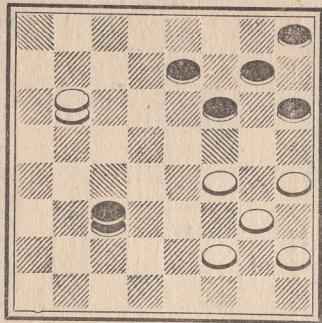
18-2, white wins.—J. H. Strudwick.

K—3-7, 32-28, 6-9, 24-20, 15-24, 28-19, 9-13, 16-11, 7-16, 20-11, 5-9, 22-18,  
white wins.—James Lees.

L—This move will be apt to discon-  
cert your opponent. The books play  
19-10.

M—Rather an odd move but the  
only one to draw. Even Richard Jordan  
when he was champion of the  
world did not see it. He played as  
follows and lost to W. Veal: 9-14,  
22-17, 7-10, 24-19, 15-24, 28-19, 1-5,  
17-13, white wins.





Black to play and draw.  
 22-25 21-25 11-16 30-26 31-27  
 9-14 24-19-F 20-11 10-6 2-6  
 25-21 25-22 8-22 26-23 27-24  
 27-23 28-24 24-20 3-7 6-9  
 21-25 22-26 22-26 4-8 24-19  
 23-18 15-10 19-15 7-10 Drawn.  
 25-21 26-31 26-30 8-11  
 19-15 10-3 15-10 6-2

D—A plausible looking move but it leads to a hard ending for black.  
 E—25-22 is sometimes played but 26-22 is much stronger.

F—One critic attempted to show a win here by 14-17 overlooking the three for three by 25-22, 17-26, 7-10, 15-6, 11-16.

#### Variation 5.

14-18 25-21-H 18-22 30-23 26-23  
 23-14 15-19 25-18 22-26 19-15  
 9-18 24-15 19-24 23-18 23-19  
 21-17-G 10-19 27-11 26-30 14-10  
 11-16 29-25 8-22 27-23 6-9  
 20-11 12-16-6 31-27 30-26 Drawn.  
 7-23 17-14 23-26 23-19

—Harry Lieberman.

G—27-23, 18-27, 32-23, 15-18, 23-14, 10-17, 21-14, 11-16, black wins.

H—24-20, 5-9, 25-21, 9-14, 30-25, 23-26, 31-22, 8-11, 27-23, 18-27, 32-23, 11-16, 20-11, 15-19, drawn.—Wyllie vs. Robertson.

#### Variation 6.

19-24 22-26 8-12 31-26 22-26  
 27-20 27-18 18-15 4-8 32-27  
 18-22 26-30 12-16 26-22 23-32  
 25-18 17-14 15-11 10-7 30-23  
 12-16 4-8 16-19 2-11 W. wins  
 20-11 13-9 11-8 8-15  
 8-22 6-13 19-23 5-9  
 31-27 14-10 8-4 15-19

—Morton Spielman vs. Hugh Henderson.

#### AYRSHIRE LASSIE.

The faculty of recognizing positions is a useful cross-board attribute. All experts have this faculty to more or less of a degree and sometimes see familiar positions coming up and play for them far in advance. This line of the Ayrshire Lassie is a good example.

11-15 5-9 11-16-2 11-15 10-17  
 24-20 30-26-C 20-11 31-27-F 21-14  
 8-11 1-5 8-15 6-9 23-27  
 28-24 32-28 29-25 27-24 19-10  
 9-13 9-14 4-8-1 9-13 27-31  
 22-18-A 18-9 25-22 23-19 14-9  
 15-22 5-14-D 8-11 7-11 Drawn  
 25-18 22-17-E 24-19 22-18  
 3-8-B 13-22 15-24 14-23  
 26-22 26-17 27-20 17-14

—Richard Jordan vs. J. C. Brown.

A—23-19 and 32-28 are good alternatives.

B—The best reply. 4-8, 29-25, forms a variation of the Single Corner, strong for white.

C—29-25, 1-5, 32-28, 13-17, 21-14, 10-26, 31-22, 6-10, 30-26, 9-13, 18-15, drawn.—Anderson.

D—A position of utility. It comes up from the Double Corner by 9-14, 22-18, 5-9, 24-20, 10-15, 28-24, 15-22, 22-18, 7-10, 26-22, 3-7, 30-26, 1-5, 32-28, 25-18, 18-9, 5-14. Also from the Denny 9-13, 10-14, 24-20, 11-15, 22-18, 15-22, 25-18, 6-10, 26-22, 8-11, 27-24, 3-8, 32-27, 1-6, 30-26, 9-13, 18-9, 5-14.

E—This move holds the advantage.  
 F—23-19, 15-24, 28-19, 7-11, 20-16, 11-20, 19-15, drawn.—J. C. Brown.

#### Variation 1.

7-11 27-24 2-9 20-11 12-16  
 25-22 8-12 24-19 15-24 3-8  
 4-8 17-13 15-24 11-7 W. wins  
 24-20 6-9 28-19 10-15  
 12-16 13-6 11-15 7-3  
 —O'Connor vs. Scobie.

#### Variation 2.

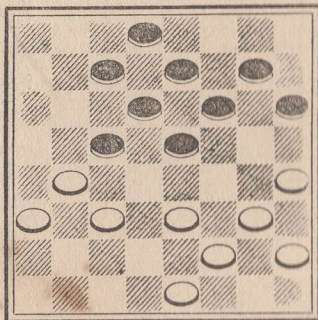
11-15-G 17-13 18-22 20-16 27-32  
 29-25 2-6 19-15 12-19 13-6  
 8-11-4 22-17 11-18 24-15 7-11  
 25-22 15-18 27-24 10-19 Drawn  
 6-9-3 24-19 18-27 17-1

—Benfold vs. Valentine.

G—A natural move but it leads to a weak game.

#### Variation 3.

4-8 is the natural move here but it loses. It was published years ago by the late James Smith, champion of England. Richard Jordan caught H. B. Reynolds in this loss in the International Match of 1905.



White to play and win.

23-19 18-25 19-3 22-25 3-12  
 14-18 27-23 17-22 19-16 W. wins  
 17-14 10-17 23-19 12-19

#### Variation 4.

7-11-6 24-19-5 15-24 19-15 19-26  
 25-22-H 15-24 23-19 40-19 31-22  
 6-9 28-19 8-11 17-1 24-27  
 17-13 11-15-J 20-16 9-14 1-6  
 2-6-I 22-17-K 11-20 27-23 Drawn  
 —James Murray.

H—23-19, 15-18, 19-15, 10-19, 24-15, 6-10, 15-6, 2-9, 17-10, 18-23, 27-18, 11-16, 20-11, 8-29, drawn.—H. W. Kay.

I—2-7, 13-6, 14-18, 23-14, 10-26, 31-22, 15-19, 24-15, 11-25, 6-1, 25-30, drawn.

—A. E. Greenwood.

J—11-16, 20-11, 8-24, 27-20, 4-8, 22-17, 8-11, 31-26, 11-15, 20-16, 12-19, 23-16, 15-19, 16-12, white wins.—W. J. Wray.

K—27-24, 8-11, 31-27, 15-18, black wins.—James Murray.

#### Variation 5.

22-17-L 11-18-N 24-15 8-11-O 1-10  
 15-18 27-24 10-19 14-5 11-18  
 24-19 18-27 31-15 4-8 Drawn  
 18-22-M 20-16 14-18 5-1  
 19-15 12-19 17-14 18-23

—P. H. Ketchum.

L—23-19, 14-18, 22-17, 18-22, 27-23, 22-26, 31-22, 9-14, 23-18, 14-23, 17-14, 10-26, 19-1, 23-27, drawn.—James Lees.

M—If 11-15, 20-16, 15-24, 27-20, white wins and if 11-16, 20-11, 8-24, 27-20, 18-27, 31-24, white wins.

N—10-26, 17-1, 9-14, 1-6, 26-30, 27-23, 30-25, 6-9, 14-17, 21-14, 22-26, drawn.

—A. E. Greenwood.

O—18-23, 14-5, 8-11, 15-8, 4-11, 5-1, 6-10, 1-6, 10-15, 28-24, white wins.—Greenwood.

#### Variation 6.

6-9 13-6 14-18 27-18 12-19  
 17-13 2-9 31-26 15-31 24-6  
 7-11-7 23-19 18-23 19-16 11-16  
 Drawn.—E. A. Greenwood.

#### Variation 7.

8-11 23-19 10-17 23-19 F-30-26  
 13-6 14-18 19-3 15-18 24-19  
 2-9 21-17 11-15 31-27 18-22  
 25-22 18-25 27-23 25-30 27-24  
 9-13 17-14 4-8 19-15 W. wins  
 —P. H. Ketchum.

P—17-22, 24-19, 22-26, 27-24, 26-31, 3-7, 31-27, 7-11, 30-26, 11-4, 26-23, 19-16, white wins.

#### BRISTOL.

The Bristol ranks next to 11-15 in popularity as an opening move for black. Experts consider the opening slightly in favor of white.

11-16 25-22 2-6-4 21-17 18-22  
 24-20-A 10-15-C 22-17-3 14-21 27-24  
 16-19 22-17 8-12 26-23 10-14  
 23-16 6-10 27-24 19-26 19-16  
 12-19 29-25 14-18 30-14 12-19  
 22-18 8-11 32-27-1 15-18 24-8  
 9-14-B 17-13 10-14 14-9 3-12  
 18-9 4-8 17-10 6-10 Drawn.

5-14 25-22-6 7-14 24-19  
 —Robert Stewart vs. Newell W. Banks.

A—While 24-20 may not be the strongest reply to the Bristol it is the one most frequently adopted.

B—10-14 is another good move here leading to a rather complicated game.

C—The old authors played 8-11 here. 10-15 gives black an equal game and is a favorite with the players of today.

#### Variation 1.

20-16-2 31-27 27-23 22-15 17-1  
 11-27 12-18-D 19-26 10-26 Drawn.  
 32-14 26-22 30-23 14-9  
 1-5 16-20 15-18 5-14

—Banks vs. Lieberman.

D—3-8, 27-24, 8-11, 30-25, 19-23, 26-19, 11-16, 25-22, 16-23, 24-19, drawn.

#### Variation 2.

17-14 12-16 23-16 22-25 9-6  
 10-17 26-23 18-23 31-27 11-15  
 21-14 19-26 27-18 6-10 19-10  
 1-5 30-23 15-22 13-9 7-14  
 32-27 16-19 24-19 10-17 Drawn.

—N. W. Banks vs. George Wareham.

#### Variation 3.

27-24 19-26 27-23 10-14 11-7  
 14-17-E 30-23 5-9 4-8 17-22  
 21-14 17-26 23-19-F 27-31 7-10  
 10-17 31-22 3-8 8-11 Drawn  
 32-27 8-12 20-16 31-26  
 1-5 23-18 11-27 19-15  
 26-23 7-10 18-4 26-17

E—14-18, 22-17, 18-23, is another strong line.

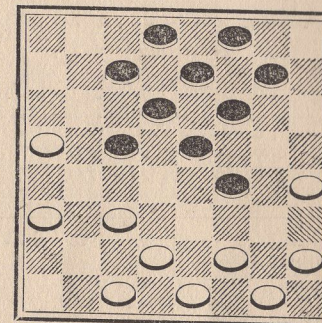
F—24-19, 15-24, 28-19, 10-14, 19-15, 14-17, 15-8, 17-26, 18-15, 9-14, black wins.

#### Variation 4.

19-24-5 8-11 17-26 7-16 16-20  
 28-19 17-13 30-23 24-20 26-22  
 15-24 14-17 24-28 3-7 2-7  
 22-17 21-14 27-24 20-11 23-18  
 11-15 10-17 11-16 7-16 Drawn.  
 13-9 26-22 20-11 31-26

—J. C. Brown.

1-6 forms the position on the diagram:



White to play and win.

22-17 6-9 18-9 10-14 24-20  
 8-12-G 13-6 17-22 17-10 16-19  
 27-24 2-9 9-5 18-14 8-12  
 11-16 17-13 22-18 10-7 19-23  
 20-11 16-20 5-1 14-10 12-8  
 7-16 13-6 18-23 7-3 23-26  
 31-27 20-27 1-5 10-1 17-22  
 3-7 6-2 23-19 3-8 26-30  
 27-23 27-31 21-17 1-6 22-18  
 7-11 2-6 19-23 13-17 W. wins  
 26-22 31-26 5-9 6-10  
 19-26 23-18 23-18 28-24  
 30-23 26-17 9-13 12-16

—H. L. Eddy.

G—19-24, 28-19, 15-24, 26-23, 11-15, 23-19, and white can win.

#### Variation 6.

27-24 27-24 26-22 26-22 21-17  
 2-6 11-15-H 18-23 14-18 27-31  
 32-27 20-16 31-26-7 17-14 25-21  
 15-18 8-11 23-27 10-26 Drawn.  
 24-15 24-20 22-17 30-14  
 10-19 1-5 6-10 15-18

—J. L. Richmond vs. J. C. Brown.  
 H—7-10, 24-15, 10-19, 26-22, 19-23, 22-15, 11-18, 31-26, 23-27, 26-22, drawn.

#### Variation 7.

22-17 15-22 21-17 31-26 22-18  
 14-18 16-12 23-27 25-21 25-22  
 17-14 22-25 26-22 6-10 9-6  
 18-22 31-26 27-31 13-9 22-13  
 25-18 25-29 30-25 29-25 6-2  
 Black wins.

—J. L. Richmond vs. J. Smith.



## BRISTOL.

This line of the Bristol abounds in traps and critical play that should not fail to please the amateur.

11-16 4-8 6-7 16-9 9-13 14-23  
24-20 23-16 18-15-D 18-9 23-24  
16-19 8-12 9-14-3 5-14 19-28  
23-16 32-27-B 25-22-1 29-25 26-10  
12-19 12-19 6-9 2-7 7-14  
22-18 27-23 15-6 25-22 30-26  
8-11-A 11-16-C 1-10 10-15 Drawn  
27-23 20-11 22-18 23-18-E

—James Wylie vs. R. D. Yates.

A—9-14 and 10-14 are the usual moves, but 8-11 is fully as good and leads to some fine variations.

B—25-22, 12-19, 23-25, 9-14, 18-9, 5-14, 22-17, 11-15, 20-16, draws and is a popular variation.

C—Beware of 3-8, 23-16, 8-12, 21-17, 12-19, 18-14, 9-18, 26-23, white wins.

D—25-22, 10-14, 18-15, 6-10, is the way it is sometimes played.

E—21-17, 14-21, 23-18, 7-11, 18-14, 16-20, 14-9, 3-8, 9-6, 8-12, 6-2, 11-16, 2-6, 15-18, drawn.—McInnes.

## Variation 1

Played in the second American tourney between Hugh Henderson, black, and John F. Horr, white.

15-11 10-15 25-22 13-22 21-17  
6-9-2 18-9 18-25 26-10 16-19  
25-22 5-14 29-22 19-26 17-14  
9-13 30-25-F 2-6 31-22 Drawn  
22-18 15-18 22-17 6-15

F—29-25, 15-18, 26-22, 18-27, 31-15, 2-6, drawn.

## Variation 2

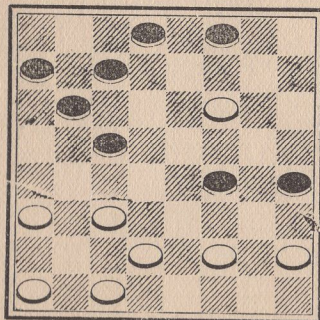
10-15 3-7 19-26 15-24 14-17  
25-22 13-6 31-13 6-2 25-21  
6-10 14-18 16-19 10-14 17-22  
22-17 23-14 13-9 2-7 21-17  
5-9 10-17 7-10 11-16 W. wins  
11-7 21-14 9-6 7-11  
2-11 1-17 19-24 16-20  
17-13 26-23 28-19 29-25

—G. Reay.

## Variation 3

16-20 10-19 9-14 6-9 5-16  
23-16 16-11 31-27 25-22

We now have an interesting position.



White to play.

27-23-G 26-19 8-11 12-8 7-2  
19-24-H 24-27 9-14 2-6 26-31  
28-19 11-8 11-8 22-18 4-2-6  
9-13 27-32 19-15 6-9 23-27  
19-16 8-4 16-11 11-16 6-13  
20-24 32-27 15-19 13-17 14-23  
16-12 4-8 11-7 8-3 Drawn  
6-9 27-23 3-10 17-22  
23-18 19-16 8-11 3-7  
14-23 23-19 19-23 22-26

—J. F. Horr vs. Robert Stewart.

G—22-17, 6-10, 17-13, looks tempting but loses by 19-24, 28-19, 3-7.

H—20-24, 23-16, 24-27, 28-24, 27-31, 30-25, 6-10, 24-19, 2-6, 26-23, 31-26, 22-17, white wins.—T. Cowie.

## Variation 4.

The critics thought Stewart missed a win here, but the following play by J. Jack shows the draw.

22-25 10-15 16-11 31-26 14-9  
9-13 6-9 19-24 15-11 24-27  
18-9 14-18 11-15 26-22 Drawn  
5-14 9-14 18-22 18-15  
2-6 15-19 25-18 22-18

## Variation 5

9-13 27-32 5-9 31-27 14-17  
27-23-I 11-8 8-4 8-4 21-14  
19-24-J 32-28 1-5 7-10-N 9-25  
28-19 8-4-L 22-18 23-19 30-21  
20-24 28-24 24-27 14-23 27-24  
19-16-K 4-8 4-8 19-16 Drawn  
24-27 2-7 27-31 10-14  
16-12 29-25-M 25-22 26-19

—McLachlan.

I—26-23, 19-26, 30-23, 1-6, 23-24, 6-10, 24-19, 3-7, 29-25, 7-16, 19-12, 2-7, draws.

J—20-24 would lose.

K—11-8, 3-12, 19-16, 12-19, 23-16, 24-27, 22-18, 14-23, 26-19, drawn.—A. Bjerkness.

L—23-18, 14-23, 26-19, 23-32, 8-4, 32-27, 4-8, 27-23, 19-16, 23-19, drawn.

M—22-18, 5-9, 8-4, 24-27, 4-8, 27-31, black wins.

N—7-11, 23-19, 14-23, 4-8, 11-15, 19-10, 27-24, 26-19, 24-6, 8-11, 6-10, 21-17, drawn.—F. C. Fishbourn.

## Variation 6.

11-16 29-25 9-14 25-22 2-20  
20-11 5-9 27-24 8-12 23-16  
7-16 31-27-P 16-20 22-18 12-19  
18-15 9-13 23-16 14-17 26-23  
4-8 22-18 20-27 21-14 19-26  
25-22 1-5 32-23 6-10 30-23  
9-14-O 18-9 10-19 14-7 Drawn

—James Wylie vs. R. D. Yates.

O—H. Freedman played 9-13 against A. Battersby and lost by 15-11, 8-15, 23-18, 5-9, 18-11, 1-5, 31-27, 9-14, 28-24, etc.

P—22-18, 3-7, 31-27, 7-11, 27-24, 16-20, 23-7, 14-23, 26-19, 20-27, 32-23, 2-27, black wins.—R. Martins.

## CROSS.

The Cross is considered a weak opening by the experts but it ranks next to 23-19 and the Single Corner as a popular reply to 11-15.

11-15 24-20 3-19 17-14 19-23  
23-18 16-19 22-15 26-23 24-19  
8-11 20-16 26-30 21-17 15-24  
27-23 2-7 25-22-D 5-9 28-19  
4-8 30-26-3 6-10 14-5 23-27  
23-19 14-18-2 15-6 18-22 19-16  
10-14-A 32-27 1-10 25-18 10-7  
19-10 9-14 22-17-E 23-21 16-12  
14-23 26-22-C 7-11 5-1 7-3  
26-19 19-23 29-25-F 21-17 5-9  
7-14 27-24 14-18 1-6 Drawn.  
19-15-B 23-26 31-27 17-14  
11-18 24-20 10-15 6-1  
22-15 8-11-1 27-24 14-10  
12-16-7 15-8 30-26 1-5

—John Drummond.

A—9-14 is a favorite with the amateur, but 10-14 is considered a little stronger.

B—An interesting variation from the usual 24-20.

C—27-24, 14-17, 21-14, 18-23, 26-22, 6-10, 15-6, 1-26, 31-22, 23-26, 24-15, 26-30, 25-21, 8-11, black wins.—Drummond.

D—20-16, 14-17, 21-14, 30-21, 15-11, 21-17, 11-2, 17-10, 2-9, 5-14, black wins.—Drummond.

E—If 20-16 then black gets a strong game by 5-9, 16-12, 9-13, 12-8, 10-15, 8-3, 7-10, etc.

F—31-27 allows black to play 10-15, 17-10, 19-24, and almost win.

## VARIATION 7.

7-10 14-18 19-23 26-30 26-23  
22-17 16-11 21-17 28-24 20-16  
10-19 8-12 23-26 30-26 18-22  
31-15 17-14 25-21 24-19 11-7

White Wins.—J. H. Bailey.

## VARIATION 8.

9-13 1-17 11-15 25-30 25-11  
32-27 25-22 31-27 26-23 29-25  
14-17-G 5-9-H 17-21 3-8 Drawn.  
21-14 16-12 27-23 12-3  
6-10 8-11 21-25 30-25  
15-6 27-24 23-16 3-19

—James Lees.

G—6-10, 15-6, 1-10, 27-24, 10-15, 16-12, 8-11, 25-22, draws the same as variation 6.

H—8-11, 29-25, 11-20, 25-21, 3-8, 21-14, 7-11, 22-18, white wins. R. Martins vs. N. Stewart.

## VARIATION 9.

25-22 9-25 21-17 5-9 27-24  
19-23-5 29-22 16-10 17-13 23-26  
16-12 7-10 15-6 9-14 20-16  
23-26 22-18-4 1-10 13-9 11-27  
30-23 10-19 28-24 14-18 32-14  
14-18 18-15 8-11 31-27 Drawn.  
23-14 19-23 24-20 10-15

W. Doran.

32-27 5-9 26-22 10-17 7-11  
10-19 21-17 16-20 11-7 19-23  
31-26 9-13 22-17 1-6 11-18  
8-11 17-14 6-10 7-2 23-32  
22-18 13-17 14-7 6-10 18-23  
11-16 15-11 3-10 2-7 17-22  
18-15 17-21 17-14 10-15 B. Wins

—P. H. Ketchum.

14-18-6 18-15 10-15 30-21 22-26  
21-17 6-10 6-2 5-9 6-2  
18-25 15-6 11-16 21-17 26-31  
29-22 1-10 2-6 9-14 2-6  
19-23 17-13 23-26 17-13 31-27  
16-12 9-14 31-22 14-18 Drawn.  
7-10 13-9 14-18 13-9  
22-18 8-11 6-10 18-22  
10-19 9-6 18-25 9-6

—J. Jack.

## VARIATION 6.

9-13 32-27 14-18 29-22 15-22  
16-12 8-11 12-8 19-23 19-16  
6-10 30-26 3-12 26-19 12-19  
15-6 11-15 21-17 5-9 24-6  
1-10 27-24 18-25 22-18 Drawn.  
—J. O. K. Smith vs. S. S. Bell.

## VARIATION 7.

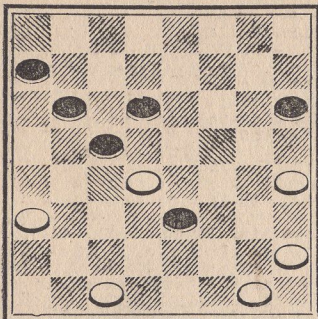
14-18 9-14 7-16 14-18 6-10  
21-17 31-26 28-24 25-21 15-6  
12-16 18-23 19-28 18-23 1-10  
24-20 25-22 26-12 21-17 19-16  
16-19 14-17-I 17-26 23-26 Drawn.  
20-16 29-25 30-23 17-14  
2-7 5-9 9-14 26-31  
17-13 16-11 23-19 14-9

—J. Jack.



## Variation 1.

8-12, 16-7, 3-10, and black is caught in a trap.



White to play and win.

20-16 26-31 14-10 27-31 28-19  
12-19 2-6 18-22 21-17 9-14  
18-15 9-13 10-15 5-9 19-15  
23-26 6-9 22-25 22-18 W. wins  
15-6 14-18 15-18 13-22  
19-23-2 9-14 25-29 18-27  
6-2 31-27 18-22 31-24

—W. Kirkland vs. J. M'Innes.

## Variation 2.

26-31 9-18 19-22 22-26 5-9  
6-2 2-6 10-15 18-22 25-21  
14-17 18-22 31-27 26-31 W. wins  
21-14 6-10 15-18 30-25

—Several.

## Variation 3.

Many good players have gone astray at this point.

9-13 19-15 26-31-F 6-2 23-32  
17-14 17-22 9-6 31-26 30-7  
10-17 24-19 1-10 19-15 3-10  
21-14 22-26 15-6 10-19 2-6  
13-17-E 14-9 7-10 32-27 W. wins

—James Wyllie vs. Barker Woolhouse

E-7-10, 14-7, 3-10, 24-7, 8-12, 28-24, 1-5, 30-25, 23-26, 32-28, 26-30, 25-21, white wins.—James Lees.

F-11-16, 19-12, 26-31, 28-24, 31-27, 24-20, 27-24, 18-14, 24-19, 15-10, white wins.—G. Crookston.

## Variation 4.

11-16 25-22-G 6-15 32-28 27-20  
18-9 7-11 17-14 23-27 14-9  
6-22 21-17 1-6-I 2-6 20-16  
25-18 11-16-H 14-10 27-31 11-7  
16-20 24-20 6-9 6-10 19-24  
29-25 8-11 10-6 31-27 Drawn.  
20-27 28-24 9-13 18-14  
31-24 10-15 6-2-J 11-16  
2-6 19-10 16-10 20-11

—James Lees.

G-21-17, 23-26, 30-23, 8-11, 17-14, 10-17, 25-21, 17-22, 19-15, 3-8, 15-10, 6-15, 23-19, drawn.—J. D. Carruthers.

H-10-15, 19-10, 6-15, 17-14, 3-7, 14-9, 7-10, 9-5, 1-6, 5-1, 6-9, 24-19, 15-24, 28-19, 10-14, 1-5, 11-16, 22-17, white wins.—Drummond.

I-16-19, 32-28, 23-27, 22-17, 15-22, 24-8, 27-32, 8-4, 32-27, 14-9, 23-26, 30-23, 27-18, 4-8, 18-15, 9-5, 15-10, 8-11, white wins.—M. Atkinson.

J-18-14, 23-26, 30-23, 16-19, drawn.

## Variation 5.

19-15 31-27 14-7 28-24 25-22  
11-18 7-10-6 3-19 16-19 18-25  
22-15 17-14 27-24 24-20 29-22  
10-19 10-17-L 2-7 7-10 8-11  
24-15 21-14 24-15 15-6 Drawn.  
14-18-K 6-10 12-16 1-10

—Drummond.

K—White has two traps set here. 7-10 loses by 31-27 and 7-11 by 17-10, 11-18, 31-27, 6-15, 25-22.  
L—10-19, 14-10, 6-15, 25-22, white wins.

## Variation 6.

7-11 3-10 8-15 5-14 26-31  
28-24 25-22 18-11 22-17 6-2  
2-7-M 18-25 10-15 14-18 23-27  
24-19 29-22 11-7 17-13 32-23  
11-16 1-5 12-16 18-22 31-27  
17-14 27-18 7-2 13-9 23-19  
7-10 16-23 16-20 22-26 Drawn.  
14-7 15-11 2-9 9-6

—J. Donaldson.

M—If 12-16, 24-19, 16-20, 25-22, white wins, or if 3-7, 24-19, 11-16, 17-14, 16-20, 19-16, 12-19, 15-10, white wins.

## CROSS.

A thorough understanding of this line of the Cross will be found very useful. Some of the positions are of frequent occurrence and may be formed from several different openings.

11-15 8-11 2-7-3 17-22 18-23  
23-18 27-23 18-14-1 18-15 6-10  
9-14-A 11-15 10-17 1-6 31-27  
18-11-B 24-20 21-14 21-17 13-9  
8-15 6-9 3-8 22-26 8-11  
22-18 28-24 26-23 17-13 9-6  
15-22 9-13-7 15-19 26-31 23-27  
25-9 31-27 24-15 14-9 32-23  
5-14-C 7-11-6 11-25 7-11 26-19  
29-25 23-18-D 30-21 9-2 Drawn.  
4-8 14-23 13-17 11-18  
25-22 27-18-E 23-18 2-6

—H. Henderson vs. F. M. Kimmel.

A—This is known as the Cross Choice. It is considered an equal game.

B—Some fine play springs from 18-9 but 18-11 is the favorite.

C—This position is often brought up from the Kelso, colors reversed, thus: 10-15, 22-18, 15-22, 25-18, 11-15, 18-11, 8-15, 24-19, 15-24, 28-19.

D—This is the position that should receive attention.

E-26-19, 1-6, 30-26, 6-9, 26-23, 2-7, 21-17, 9-14, 23-18, 14-21, 20-16, 11-20, 18-2, 10-14, 22-18, drawn.—J. T. Denvir vs. I. P. Ketchum.

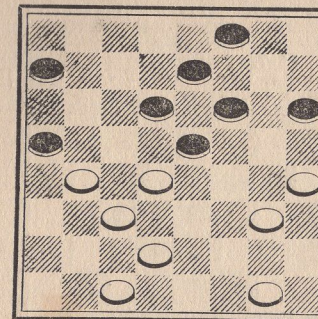
## Variation 1.

21-17 17-10 24-19 18-15 6-1  
1-6-2 7-14 15-24 17-22 23-27  
26-23 23-19 28-19 15-11 1-6  
6-9 14-23 9-14 22-26 27-32  
32-28 19-10 22-18 10-6 19-15  
10-14 11-15 14-17 26-31 Drawn

—Dr. A. Schaefer vs. J. P. Reed.

## Variation 2.

1-5 forms a position by James Ferrie, former champion of the world.





I-6, 23-18-F, 10-14, 9-5, 14-23, 5-1, 7-10, 15-11, 23-27, black wins.  
F-31-27, 20-24, 27-20, 13-17, 21-14, 6-13, 15-6, 2-27, black wins.

**Variation 4.**  
21-17 17-13 13-6 9-6 6-2  
13-22 28-32 10-14 32-28 Drawn.  
26-17 9-6-G 18-9 23-18  
24-28 2-9 1-10 7-11

—J. T. Bradford.  
G-18-15, 32-28, 15-6, 1-10, 9-6, 2-9, 13-6, 7-11, 6-2, 11-15, black wins.—  
P. H. Ketchum vs. J. T. Bradford.

**Variation 5.**  
24-20 26-23 23-18 17-13 27-24  
15-24 19-26 14-23 23-26 31-27  
28-19 30-23 27-18 10-6 2-6  
10-15-7 4-8-6 7-10 2-9 3-8  
19-10 22-18 21-17-H 13-6 6-10  
6-15 1-5 10-15 26-31 8-12  
25-22 18-9 18-14 6-2 10-14  
15-19 5-14 15-18 31-26 27-23  
23-16 31-27 14-10 32-27 14-10  
12-19 8-11 18-23 26-31 Drawn.

—L. M. Lewis vs. P. H. Ketchum.  
H—Lots of players get caught here by 13-14, 10-17, 21-14, 2-6, 32-27, 6-10, black wins.

**Variation 6.**  
1-6 26-22 2-9 24-19 10-15  
22-17 8-11 32-28 11-15 13-6  
7-10 17-13 3-8 22-17 15-18  
31-26 6-9 28-24 15-24 23-19

4-8 13-6 8-12 17-13 Drawn.  
—R. Atwell vs. A. Battersby.

**Variation 7.**  
4-8 32-28 12-19 17-13-I 10-17  
25-22 15-24 23-7 3-7 21-14  
8-11 28-19 2-11 13-6 1-17  
22-17 7-11 26-23 14-18 30-26  
11-15 19-16 6-9 23-14 Drawn.

—R. Scobbie vs. J. Ferrie.  
I-30-26, 9-13, 26-22, 1-5, 31-27, 3-8, 27-24, 8-12, 23-19, 5-9, black wins.—  
Sweeney vs. Mathews.

## DENNY.

The Denny is a weak opening for black. Perhaps the easiest and safest way of playing against it is to run it into the Defiance as shown here.

10-14 24-20 10-14-2 23-18 7-11  
22-18-A 9-13 16-11 14-23 4-8  
11-15-B 22-18-F 7-16 21-14 11-16  
18-11 1-6 20-11 13-17-I 8-11  
8-15 18-9 6-9 20-16-1 16-20  
24-19-C 5-14 27-24-H 17-21 11-15  
15-24 29-25 13-17 14-9 23-27  
28-19 11-15 24-20 22-25 31-24  
6-10 19-16-G 13-22 16-12 20-27  
25-22-D 12-19 23-18 25-29 15-13  
4-8 23-16 15-22 11-8 29-25  
27-24-E 14-18 26-23 2-7-J Dr'n  
8-11 32-27-4 9-13 8-4

—L. M. Lewis vs. P. H. Ketchum.  
A—A good strong move to play against the Denny although 22-17 and 24-19 are equally strong and have their merits.

B-11-16 will draw but white has all the best of the game if followed by 25-22, 16-20, 24-19, 8-11, 19-15, etc.

C-26-22 and 24-20 are often played.  
D—Now we have a regular Defiance game colors reversed.

E—Play on 22-18 will be found under the Defiance opening.

F-29-25, 31-27 and 32-28 all draw but 22-18 is strongest.

G-32-28 was the favorite in the days of Anderson and Wyllie.

H-26-22, 18-23, 27-18, 14-23, 31-26, 23-27, 26-23, 9-14, black wins.

I-2-6 is the old move to draw but it requires exact play on the part of black.

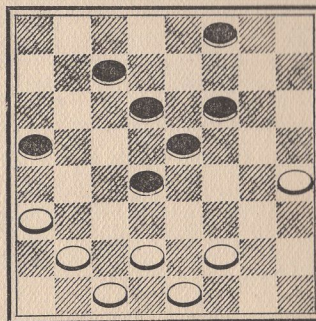
J—A critical draw has been shown here by 29-25.

## Variation 1.

14-9 25-29 20-16 2-7 9-14  
17-21 1-5 22-18 8-4 16-20  
9-5 29-25 16-12 7-11 14-17  
22-25 5-9 18-15 4-8 23-27  
5-1 25-22 11-8 11-16 Drawn.  
—P. H. Ketchum.

## Variation 2.

7-11, 16-7, 2-11 forms a position that looks weak for black but its looks are deceptive.





A—22-17 draws, but the experts prefer to take the center of the board.

B—6-10, 22-17, 9-13, 18-9, 5-14, 30-25, 13-22, 25-9, 1-5, 29-25, 5-14, 25-22, 11-15, 32-28, 15-24, 28-19, 4-8, 22-18, 8-11, 18-9, 11-15, drawn.—G. M. Tanner vs. J. D'Orto.

C—2-6, 29-25, 12-16, 25-22, 16-20, 31-27, 11-16, 21-17, 14-21, 22-17, 20-24, 27-11, 10-15, 11-7, 15-22, 23-18, white wins.—W. E. Davis vs. Saul Weslow.

#### Variation 1.

6-10-4 30-25-2 6-13 31-22 4-8  
26-22 9-13 29-25 7-10 22-17  
8-11 18-9 13-17 23-18 8-11  
27-24 5-14 21-14 11-15 32-28  
3-8-D 22-17 10-17 18-11 11-15  
24-19 13-22 25-22 8-24 20-16  
1-6 25-9 17-26 28-19 Drawn  
—F. Tescheleit.

D—10-15, 24-19, 15-24, 28-19, 7-10, 18-9, 11-16, 21-17, 14-21, 22-17, 20-24, 27-11, 10-15, 11-7, 15-22, 23-18, white wins.—W. E. Davis vs. Saul Weslow.

#### Variation 2.

28-24-E 22-15 15-8 25-22 18-9  
11-15 14-17 4-27 6-9 5-14  
18-11 21-14 31-24 30-26 24-20  
8-15 9-27 2-7-3 9-14 14-18  
20-16 32-23 29-25 22-18 Drawn  
15-18 7-11 11-16

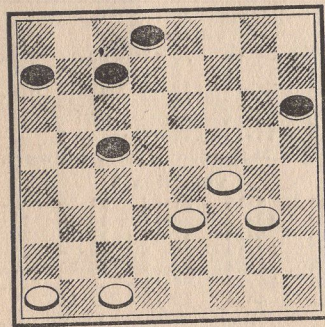
—T. Goldsboro.

E—30-25, 11-16, 20-11, 8-24, 28-19, 7-11, 32-27, 11-16, 19-15, 10-19, 22-17, 6-10, 18-15, 2-6, 29-25, 4-8, 25-22, 16-20, black wins.

—Aitkin vs. Robbie.

#### Variation 3.

10-14 forms a problem by T. Goldsboro that corrects a Banks-Henderson match game.



White to play and win.

29-25 9-13 23-18 14-18 1-6  
6-10 22-18 17-22 9-5 26-31  
25-22 14-17 14-9 18-23 6-2  
5-9 18-14 10-14 5-1 W. wins  
24-20 2-7 18-15 22-26

#### Variation 4.

12-16 4-8 6-10 9-13 3-7  
20-11 25-22 31-26 18-9 21-17  
8-22 8-11 10-14 5-14 15-19  
26-10 28-24 26-23 23-18 17-14  
6-15 1-6-F 7-10 14-23 Drawn  
29-25 23-18 24-20 27-18

—J. T. Bradford vs. S. Fred Hogue.

F—9-14, 22-17, 7-10, 31-26, 15-18, 17-13, 3-7, 23-19, 1-6, 24-20, 11-15, 19-16, 15-19, 16-11, white wins.

—J. T. Bradford vs. J. B. Hanson.

#### Variation 5.

26-10-G 4-8 23-19 18-27 22-15  
6-15 31-26 7-10 32-7 10-26  
21-17 1-6 29-25 2-11 30-23  
8-11 25-21 8-11 25-22 6-10  
17-13 15-19 19-16 11-15 13-9  
9-14 24-15 12-19 26-23 10-15  
28-24 11-18 27-23 15-18 Drawn

—R. Jordan vs. J. F. Horr.

G—Not as strong as 25-18.

#### Variation 6.

6-10 29-22 9-14 20-11 12-19  
22-18-H 4-8 18-9 7-16 31-27  
11-15 27-23 5-14 24-19 7-10  
18-11 8-11 26-23 15-24 15-6  
8-15 28-24 14-18 28-19 2-9  
25-22 5-9 23-14 3-7 Drawn  
14-18 23-18 10-26 19-15  
23-14 1-5 30-23 16-19  
9-25 32-28 11-16 23-16

—Louis Ginsberg vs. H. B. Reynolds.

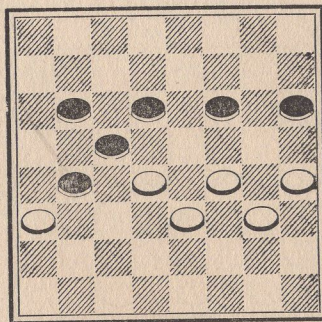
H—Note A applies here also.

#### DOUBLE CORNER.

The play given here might be called the safe line for white against the Double Corner.

9-14 4-8-B 10-15 20-27 3-7  
22-18 25-22 19-10 26-19 24-20  
6-9 8-11 6-15 9-13-1 7-10  
24-19-A 22-18 24-27 31-24 32-28  
11-15 11-16 16-20 2-7 1-5  
18-11 29-25 23-19-2 30-26-D 28-24  
8-24 7-11 14-23 7-16 5-9  
28-19 25-22-C 19-10 26-23 22-18

And now 13-17 forms the position on the diagram which is known as the Cowen coupe. This variation has been played many times in matches and tournaments. It was first published in the Pittsburgh Chronicle-Telegraph by S. Fred Hogue, of Los Angeles, 1894. It is unpublished history that when Mr. Hogue's opponent reached this point he resigned.



White to play and draw.

19-16, 12-28, 23-19, 14-23, 21-7, drawn.

A—Black has little chance to vary after this move.

B—7-11 is weak if followed by 25-22, 11-15, 32-28, etc.

C—18-15 is the old line but has not been favored of late years.

D—32-27 loses but the play to win is long and critical.

#### Variation 1.

2-7 7-10 14-18 18-23 9-13  
32-23 17-13 6-2 26-22 22-18  
7-14 11-15 10-14 1-6 W. wins  
31-26 13-6 2-7 7-2  
3-7 15-24 24-27 6-9  
22-17 23-19 30-25 2-6

—Parson Brown.

#### Variation 2.

22-28-5 23-19-3 26-19 30-26 22-18  
20-27 14-23 9-13 3-7 6-9  
31-24 19-10 24-20-E 26-23 28-24  
2-7-4 7-14 1-6 7-10 13-17  
And again white has to draw by the Cowen coupe.

E—30-25, 3-7, 19-15, 11-18, 22-15, 14-18, 24-19, 7-10, 15-6, 1-10, 28-24, 10-14, black wins.—J. C. Brown.

#### Variation 3.

24-19-F 28-32 12-16 31-27 21-17  
15-24 23-18 24-27 2-7 27-23  
28-19 14-23 15-11 1-6 6-9  
11-16 26-19 27-31 7-2 22-26  
22-17 3-8 11-7 6-9 17-14  
16-20 10-7 31-27 11-7 18-22  
17-10 32-27 7-2 18-15 14-10  
7-14 7-3 23-18 2-6 26-31  
19-15 27-23 16-19 9-13 10-6  
20-24 19-16 27-31 7-10 31-27  
15-10 12-19 19-16 15-18 6-1  
24-28 3-12 9-14 10-17 23-18  
18-15 19-24 16-11 13-22 Drawn.

—H. B. Reynolds vs. Louis Ginsberg.  
F—White has a long hard ending after this move.

#### Variation 4.

This fine game is from Reed's Checker Journal.  
12-16 22-17 15-22 5-1 18-23  
24-19 6-10 23-18 6-10 14-17  
15-24 26-22 22-25 1-6 22-26  
28-12 1-6 17-14 10-15 17-22  
2-6 17-13 11-15 6-10 Drawn.  
21-17 10-15 14-5 15-18  
14-21 22-17 15-22 10-14

—Charles Heffer vs. L. S. Head.

#### Variation 5.

31-27 9-13 18-14 27-31 15-10  
2-7-6 22-18 16-20 10-6 23-18  
23-19 14-23 14-10 1-10 6-2  
14-23 27-18 20-24 15-6 12-16  
19-10 20-27 23-18 31-27 10-6  
7-14 32-23 24-27 19-15 Drawn.  
26-19 11-16 18-15 27-23

—James Lees.

#### Variation 6.

12-16 14-23 11-16 16-20 24-27  
23-19 27-18 22-17 14-9 18-15  
16-23 20-27 9-13 20-24 1-5  
26-10 32-23 17-14 23-19 Drawn.

—Buchanan vs. McMillan.

#### DOUBLE CORNER.

The Double Corner is a popular opening with all grades of players. The line given here for white will be found very useful.

9-14 25-22 11-15 21-14 32-28  
22-18 7-10-4 19-16 15-19 14-9  
5-9 24-20 12-16 31-26 6-10  
24-20-A 3-7 23-16 19-24 9-6  
11-16-B 27-24 14-18 30-25 10-15  
20-11 1-5 22-17 24-28 6-2  
8-22 32-28 13-22 26-22 15-19  
25-18 9-13 26-17 18-23 2-7  
4-8-6 18-9 7-11 22-17 11-15  
28-24 5-14 16-7 23-26 7-11  
8-11 24-19-3 2-11 17-13 15-18  
29-25-C 15-24 17-14-2 28-32-1 Drawn.  
10-15-5 28-19 10-17 25-21

—P. H. Ketchum vs. H. E. Moore.

A—A very good line slightly in favor of white. Under the two-move restriction it comes up from the 9-14, 24-20 opening followed by 5-9, 22-18.

B—10-15 draws, but leads to a more complicated game.

C—The distinguishing move of this line.

#### Variation 1.

26-30 6-2 28-24 8-7 23-27  
25-21 25-22 11-8 18-23 9-6  
30-25-D 2-6 24-19 7-11 27-33  
14-9 28-32 8-3 15-18 Drawn  
6-10 20-16 10-14 11-15  
9-6 32-28 6-10 19-24  
11-15 16-11 14-18 13-9

—Willis G. Hill.

D—Here is where black is apt to go wrong. 30-26, 14-9, 6-10, 9-6, 10-15, 6-2, 15-19, 2-7, 11-15, 7-11, white wins.

#### Variation 2.

17-13 20-16 11-7 30-23 6-10  
18-23-E 24-27 31-27 27-25 15-19  
21-17 16-11 7-2 6-1 Drawn  
15-19 27-31 6-9 15-18  
31-26 26-22 13-6 1-6  
11-15 19-23 22-26 10-15

—P. H. Ketchum vs. L. M. Lewis.

E—Black must play this ending with care.

#### Variation 3.

This is a tricky variation and a fine example of high class play.

21-17-F 11-15 23-18 6-9 6-2  
14-21 31-27 25-29 13-6 7-11  
23-18 15-18 18-14 22-18 2-7  
13-17 24-19 29-25 5-1 Drawn  
22-13 18-22 14-9 2-9  
15-22 27-23 25-22 1-6  
26-17 22-25 9-5 10-14

—A. Jordan vs. Lieberman.

F—30-25, 11-16, 20-11, 7-16, 24-19, 15-24, 28-19, 14-18, now 23-7 draws, but 22-15 loses by 13-17, etc.

#### Variation 4.

6-10 5-14 7-23 15-19 3-10  
24-20 23-18-H 31-27 24-15 22-18  
1-5-G 14-23 23-26 10-19 Drawn  
27-24 26-19 30-23 18-14  
9-13 11-16 2-6 6-10  
18-9 20-11 23-18 14-7

—R. D. Banks vs. P. H. Ketchum.

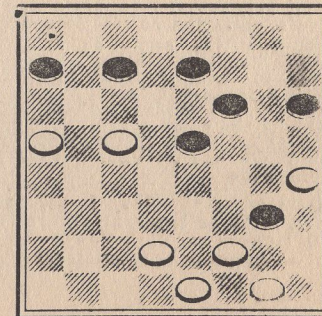
G—12-16, 27-24, 3-8, 22-17, 15-22, 23-18, white wins.

H—32-28, 11-16, 20-11, 7-16, 24-19, 15-24, 28-19, 3-8, 22-18, 8-11, 18-9, 11-15, 21-17, etc., drawn.

#### Variation 5.

11-16 22-17 23-24 K-21-17  
25-22 15-22 3-7 16-19 L-19-24  
7-11-I 17-10 17-14 30-26 17-18  
24-20-J 6-15 9-18 1-5 2-6  
10-15

And we have a neat win that S. S. Lavine scored off W. Holden.



White to play and win.



13-9 15-19 22-18 11-18 27-20  
6-13 26-22 13-17 20-2 W. wins  
32-28 12-16 18-15 19-23

I—16-20, 24-19, 1-5, 19-16, draws as shown in variation 6.

J—24-19 draws and runs into the trunk line of the 9-14, 22-18, 5-9, 24-19, opening.

K—32-28, 2-6, 26-22, 6-9, 22-18, 15-22, 27-24, drawn.

—R. Stewart vs. J. Ferrie.

L—2-6, 27-23, 6-9, will draw.

#### Variation 6

12-16 1-5 6-9 9-13 6-9  
28-24 19-16-N 30-26 23-18 15-10  
16-20 12-19 10-14-7 14-23 24-27  
24-19 23-16 22-17 27-18 32-23  
4-8 14-23 13-22 20-24 13-17  
29-25 26-19 26-10 16-11 Drawn  
8-12-M 9-13-O 7-14 2-6  
25-22 27-23 31-27 18-15

—James Lees.

M—8-11, 25-22, 1-5, 19-16, 9-13, 18-9, 5-14, draws but is very weak.

N—This move gives white a powerful game.

O—9-14, 30-26, 6-10, 27-23, 9-13, 22-17, white wins the same as in variation 7, while 10-14, 30-26, 6-10 is the same.

#### Variation 7

This variation will catch the players who are not posted.

9-14 32-28 11-20 16-11 9-13  
22-17 7-11 28-19 28-32 2-6  
18-22 16-7 20-24 11-7 W. wins  
26-17 2-11 19-16 5-9  
20-24 19-16 24-28 7-2

—James Lees.

#### DOUBLE CORNER.

This line of the Double Corner is weak for the second player but the defense has been well established since the introduction of the two-move restriction style of play.

9-14 32-28 11-15 19-15 19-24  
24-19 15-24 22-18-1 10-19 18-14  
11-15 28-19 15-22 17-3 24-28  
22-18-A 7-11-4 26-17 22-25 21-17  
15-24 22-18 8-11-D 3-8 30-25  
18-9 1-5-C 30-26 25-30 14-10  
5-14 18-9 3-7 26-22 6-15  
28-19 5-14 19-15-E 12-16 11-18  
8-11-B 29-25 11-18 8-11 28-32  
25-22 4-8-3 23-19 16-20 Drawn  
11-15 25-22 18-22 22-18

—C. F. Barker vs. Clarence Freeman.

A—White can play 27-24 here and form the Defiance or 28-24, 8-11, 22-17, 11-16, 24-20, 15-24, 20-11, 7-16, 27-11, 3-7, 25-22, 7-16, 23-19 and we have a variation of the Glasgow.

B—Now the same as a Second Double Corner variation brought up thus: 11-15, 24-19, 15-24, 28-19, 8-11, 22-18, 9-14, 18-9, 5-14.

C—6-9 is tricky. 18-15, 11-18, 21-17, is the correct reply. If 29-25, then 12-16, 19-12, 10-15, 25-22, 15-19, and black has an ending that just about wins.

D—6-9, 30-26, 8-11, 19-15, 11-18, 17-13, 10-15, 13-6, 2-9, 21-17, drawn.—J. B. Hanson vs. V. C. Townsend.

E—This pitch is compulsory.

#### Variation 1.

22-17-2 26-22 20-16 6-9 30-26  
15-24 11-15 12-19 2-11 16-20  
27-20 31-26-F 23-16 26-23 23-19  
8-11 3-7 7-11 11-16 Drawn  
W. Taylor.

F—31-27, 3-7, 27-24, 6-9, 17-13, 7-11, 13-6, 2-9, 30-25, 9-13, 24-19, 15-24, 22-18, 24-27, black wins.—Campbell vs. Reed.

#### Variation 2.

19-16 12-16 27-23 6-10 19-16  
12-19 22-17 19-24 23-19 Drawn  
23-16 16-20 26-22 24-27  
8-12 17-13 10-15 31-24  
16-11 15-19 22-17 20-27

—P. H. Ketchum vs. H. M. Angell

#### Variation 3.

11-15 26-22 2-9 17-13 22-26  
25-22 8-11 31-26 10-15 2-7  
15-24 22-17 10-15 13-6 26-31  
27-20 8-7 26-22 15-19 7-3  
4-8 17-13 7-10 6-2 11-15  
22-18 12-16-G 22-17 19-26 Drawn  
6-9 13-6 15-22 30-23

—James Ferrie vs. Richard Jordan.

G—2-6, 21-17, 14-21, 23-19, 10-14, 19-15, 14-23, 15-8, 7-11, 8-3, 9-14-H, 3-8, 11-15, 8-11, 15-18, 11-15, 14-17, drawn.—W. Reid.

H—11-15, 3-7, 15-18, 31-26, 23-27, 20-16, 12-19, 26-23, white wins.—James Bryden vs. W. Reid.

#### Variation 4.

4-8 7-11 20-27 15-19 27-31  
22-18 25-22 31-24 18-14 2-7  
8-11 11-16 12-16 19-24-I 1-6  
18-9 21-17 24-20 11-7 7-2  
6-13 16-20 2-6 3-10 6-10  
29-25 17-14-5 20-11 14-7 26-23  
11-15 10-17 6-15 24-27 Drawn  
27-24 19-10 23-18 7-2

—C. F. Barker vs. Clarence Freeman.

I—Black is tempted to play 17-21 here to prevent the exchange. It is a risky move as white obtains a formidable end-game by 14-10, 19-24, 26-23, 24-27, 23-18, 27-31, 11-7, 31-27, 7-2, 27-23, 18-14, 23-27, 14-9, 1-5, etc., and black draws by careful play.

#### Variation 5.

31-27 19-10 26-22 7-3 27-23  
2-7-J 12-16 8-11 17-22 19-28  
23-18 18-15 22-18 3-8 14-9  
7-11 11-25 1-5-6 22-26 Drawn  
17-14 30-14 10-7 8-15  
10-17 3-8-L 13-17 16-19

—Several.

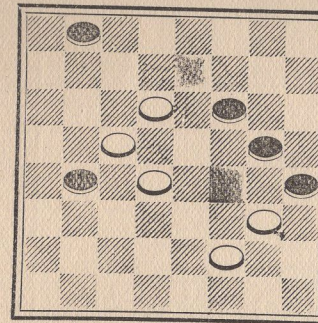
J—3-8-K, 17-14, 10-17, 19-10, 12-16, 24-19, 8-12, 19-15, drawn.—James Hill.

K—15-18, 23-7, 3-10, 30-25, 1-6, 17-14, 10-17, 25-21, 6-10, 21-7, 2-11, 26-23, 11-16, 22-18, 13-17, drawn.—W. Taylor.

L—13-17, 10-7, 3-10, 14-7, 17-21, 7-3, 21-25, 3-8, 25-30, 26-22, 30-26, 8-12, drawn.—W. Kirkland vs. W. Reid.

#### Variation 6.

13-17 allows a pretty win that Alfred Jordan scored on a London player some years ago.



White to play and win.

10-6 3-7 14-9 2-7 10-15  
1-10 26-31 22-18 18-22 11-18  
14-7 7-10 9-6 10-14 14-23  
17-22 31-26 18-22 22-26 W. wins  
7-3 18-14 6-2 7-10  
22-26 26-22 22-18 26-22

#### DUNDEE.

The Dundee is a weak opening for black but the amateur should prepare a good line against it. Our trunk game was played between Robert Stewart and Richard Jordan in their match for the championship of the world.

12-16 16-19-1 10-15 24-27 18-25  
24-20 23-16 18-14 31-24 29-22  
8-12-A 12-19 15-18 16-20 4-8  
28-24-B 20-16 14-10 3-7 22-18  
9-14-C 8-11-F 6-15 20-27 8-11  
22-17 16-7 17-14 7-10 18-14  
3-8 2-11 18-23 27-31 1-6  
26-22-D 22-18 14-10 10-26 21-17  
11-15-E 14-23 19-24 31-22 6-9  
20-11 27-18 10-7 30-25 Drawn.  
7-16 15-22 11-16 22-18  
24-20-5 25-18 7-3 25-22

A—11-15 is sometimes played here but it is not to be recommended.

B—The move to hold the advantage.

C—3-8 as played by Stewart against Banks is equally good and is gaining in favor.

D—This is a tricky line full of traps and shots.

E—Only move to draw.

F—8-12 will also draw.

#### Variation 1.

5-9-4 10-26 15-19 2-11 4-8  
20-11 30-23-2 23-16 25-22 Drawn.  
15-18-G 8-15 12-19 11-15  
22-15 7-10 10-7 31-26

—W. Gardner.

G—15-19 loses here the same as in variation 4.

#### Variation 2.

31-22-H 17-13 29-25 22-17 6-2  
8-15 1-6 8-11 10-15 22-26  
17-10 22-18 25-22 17-13 30-23  
15-19 25-22 6-10 15-22 19-26  
21-17-3 25-18 13-6 13-6 Drawn.  
6-15 4-8 2-9 11-16

—G. MacCombie vs. P. H. Ketchum.

H—17-10 also draws.

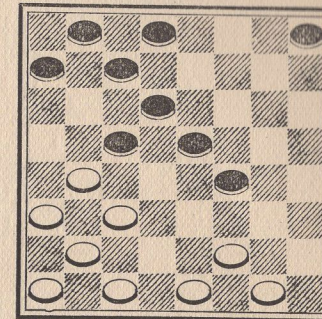
#### Variation 3.

10-7 18-15 13-6 3-7 25-22  
2-11 4-8 1-26 12-16 24-27  
22-18 25-22 18-9 7-11 32-28  
12-16 19-24 26-31 31-26 31-26  
21-17 27-23 9-6 30-23 B. wins  
16-20 9-14 8-12 19-26  
17-13 22-18 6-2 29-25  
11-16 6-9 16-19 26-31

—J. Brown vs. J. McKay.

#### Variation 4.

15-19, 20-11, 8-15, 23-16, 12-19, allows a brilliant win which James P. Reed scored against Charles F. Barker.



White to play and win.  
17-13, 5-9, 30-26, 4-8, 27-23, 19-24, 31-27, 24-31, 22-17, white wins.

#### Variation 5.

This variation and the next two are by F. Teschelet.

23-18 22-18 30-26-7 13-9 7-21  
14-23 15-22 14-17-6 8-11 19-24  
27-11 25-18 21-14 9-6 28-19  
8-15 4-8 10-17 11-20 16-30  
24-20 18-15 32-28 6-2 Drawn.  
16-19 5-9-I 6-10 7-11  
20-16 17-13 15-6 2-7  
2-7 9-14 1-10 11-16  
I—19-24 would lose by 16-11 and 19-23 would lose by 15-11.

#### Variation 6.

14-18 18-27 10-14 8-12 22-29  
13-9 31-6 6-9 32-28 15-22  
6-8 12-19 14-18 13-17 12-16  
15-6 6-2 9-14 14-10 28-24  
1-10 7-10-J 19-23 17-22 Drawn.  
26-23 2-6 29-25 10-15  
J—7-11, 2-7, 11-16, 7-3, 8-12, 3-7, 19-23, 7-11, 16-20, 11-15, 23-26, 15-19, white wins.

#### Variation 7.

29-25 32-23 22-18 13-9 25-21  
14-18 19-24 31-27 6-13 23-16  
21-17 23-19 18-14 15-6 Drawn.  
18-23 24-27 1-5 8-11  
31-26 26-22 25-22 30-25  
23-27 27-81 27-23-K 11-20  
K—27-24, 13-9, 6-13, 15-6, 24-15, 6-2, white wins.

#### DUNDEE.

This play is on a line of the Dundee that has become very popular since the match between Banks and Stewart.

12-16 6-10 6-10-1 2-11 14-17  
24-20 25-21-2 25-21 27-24 19-10  
8-12 10-17 10-17 4-8 17-26  
28-24 21-14 21-14 31-27 24-19  
3-8-A 16-19 12-16 5-9 11-15  
23-18-B 24-15 20-11 24-20 32-28  
9-13-6 11-25 8-15 8-12 15-24  
18-14-8 29-22 26-23-D 27-24 28-19  
10-17 1-6 7-10 9-14 27-31  
21-14 30-25-C 14-7 23-19 Drawn.  
—P. H. Ketchum vs. Wm. H. Nicholls.



A—Of late years 9-14 has been the usual move played by the experts, but the strong game secured by Stewart against Banks is bringing 3-8 in favor again.

B—While this move is the favorite, it is a question whether it is best. 22-18 and 24-19 are good alternatives.

C—27-23, 6-9, 23-18, 12-16, black wins.—Hartshorn vs. Jordan.

D—27-23, 15-18, 22-15, 7-10, 14-7, 2-27, 32-23, 13-17, drawn.

#### Variation 1.

12-16	6-9	8-11	11-16	9-14
20-11	14-10	10-7	7-3	8-11
8-15	7-14	13-17	F 16-20	14-17
27-23	22-18	21-14	31-27	11-15
4-8	E 15-22	9-27	5-9	17-22
25-21	26-10	32-23	3-8	Drawn

—F. J. Fiedler.

E—6-9, 31-27, 9-18, 23-14, 4-8, 25-21, 15-18, 22-15, 7-10, drawn. —N. W. Banks.

F—11-15, 7-3, 15-18, 23-14, 9-18, 3-8, 18-22, 8-11, 22-25, 11-15, 2-6, 32-27, 6-9, 27-24, 25-30, 24-19, 30-25, 19-16, white wins.—J. D'Orto vs. H. Lieberman.

#### Variation 2.

14-9	25-21	25-21	14-7	31-15
5-14	5-14	11-15	2-18	8-11
24-19	30-25	21-14	20-16	15-8
16-23	14-17	15-18	12-19	4-11
27-9	21-14	22-15	26-23	Drawn
1-5	10-17	7-10	19-26	

—Scott vs. Taylor.

#### Variation 3.

21-17	G 26-22	32-27	27-24	1-5
16-19	H 10-14	8-11	28-32	24-27
24-15	18-9	15-8	24-19	31-24
10-19	5-14	4-11	32-28	28-19
18-15	30-26	5-9	29-25	17-13
11-18	1-5	19-24	11-15	19-15
22-15	27-23	4-25	13-6	20-16
13-22	5-9	24-28	15-24	Drawn
25-18	23-16	22-17	6-1	
7-10	I 12-19	6-10	14-18	

—Robert Stewart vs. N. W. Banks.

G—Not as strong as 18-14.  
H—5-9, 17-14, 10-17, 25-21, 1-5, 21-14, 6-10, 27-23, 10-17, 24-19, and white can win.—F. Dunne.

I—Here Stewart springs a "cook." 7-11 and 8-11 were supposed to be the draw lines. Julius D'Orto played 6-10 against Henderson and lost.

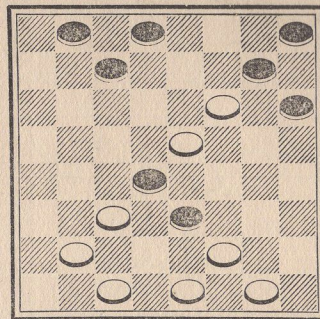
#### Variation 4.

This is the game in which Asa Long defeated Alfred Jordan and won the championship of the United States in the fifth American tourney.

20-16	15-8	25-21	19-16	26-23
19-24	4-11	24-28	14-18	28-24
27-20	32-27	22-17	16-7	B. wins.
12-19	6-10	28-32	2-11	
29-25	27-23	23-19	31-27	
8-11	19-24	32-28	18-22	

#### Variation 5.

29-25, 14-18, 20-16, 19-23, 16-11, and white has gone into a trap by T. Goldsboro.



Black to play and win.

6-10, 15-6, 1-10, 22-6, 2-9, 27-18, 8-29, black wins.

#### Variation 6.

16-19	J 32-28	9-14	21-17	12-16
24-15	9-13	K 22-17	18-25	20-11
10-19	25-22	13-22	29-22	6-10
18-15	5-9	25-9	19-23	15-6
11-18	30-25	5-14	22-18	8-22
22-15	1-5	26-22	10-19	6-1
7-10	7 27-24	14-18	24-15	Drawn

—John Gregg.

J—9-14, 18-9, 5-14, 24-19, 16-23, 27-9, 6-13, 22-18, 12-16, 25-22, 16-19, 18-14, and black has a narrow draw.

K—9-14, 25-22, 5-9, 22-17, 8-11, 15-8, 4-11, 27-24, 11-15, 20-16, 2-7, 30-25, 1-5, 31-27, 9-13, 26-23, white wins.

#### Variation 7.

9-14	29-25	18-22	13-6	L 19-24
25-22	1-6	17-14	2-18	27-20
8-11	25-22	10-17	20-16	12-19
15-8	11-15	21-14	5-9	32-27
4-11	17-13	22-25	21-17	7-11
22-17	14-18	30-21	9-13	14-10
6-10	22-17	6-9	17-14	18-23

Drawn.

—Luke Phillips.

L—18-22, 26-17, 13-22, 14-9, 15-18, 9-6, 7-10, 6-2, 10-15, 2-7, 22-26, 31-22, 18-25, 7-10, 25-30, 27-24, white wins.

—Phillips.

#### DUNDEE.

This play is on a line of the Dundee that is practically the same as the Bristol. The trunk game was played between Alfred Jordan and R. D. Banks.

12-16	22-15	14-18	30-26	14-23
22-18	7-10	D 17-13	3-7	27-18
16-20	25-22	E 9-14	26-23	20-24
25-22	10-19	26-23	5-9	F 19-16
8-12	A 23-16	6-9	28-24	11-20
29-25	B 12-19	13-6	9-13	18-14
10-14	24-15	1-26	24-19	Drawn
18-15	C 4-8	5-31	15-15	
11-18	22-17	2-6	23-18	

A—Now a regular 22-18 Bristol formation.

B—22-17 9-14, 18-9, 5-14, is a variation of the 22-17 Double Corner. A very good white line.

C—24-19, 4-8, 18-15, 11-8, 22-15, 7-10, 27-24, draws but leaves white in a weak position.

D—9-13 and 4-8 are sometimes played but this is best.

E—Again 24-19 is weak for white if followed by 4-8 etc.

F—7-11, 23-18, 14-23, 27-18, 11-16, 18-14, 6-9, 14-10, 8-12, 10-6, 20-24, drawn.—Swan and Adamson.

#### Variation 1.

30-25	26-22	22-6	25-21	17-10
9-13	6-9	1-28	18-22	Drawn
17-14	28-24	21-17	14-10	
2-7	2 13-17	8-11	7-14	

—T. Cowle.

#### Variation 2.

13-17	2-7	H 7-11	9-13	15-31
15-11	G 21-14	31-26	25-21	32-17
8-15	6-9	18-23	3 13-17	Drawn
14-10	26-22	27-18	22-13	

—J. Brown and W. Gould.

G—14-10, 17-22, 26-17, 18-23, 27-18, 8-11, black wins.—J. P. Reed vs. C. F. Barker.

H—15-19, 21-14, 6-15, 27-24, 20-37, 32-16, 2-7, 25-21, 1-6, 28-24 6-9, 24-20, 18-22, 26-17, 9-18, 16-11, drawn.—C. Kelly.

I—9-13, 28-24, 5-9, 14-5, 7-14, 24-19, 15-24, 22-15, 14-18, 25-21, 18-22, 32-28, white wins.—Morrall.

#### Variation 3.

9-13	27-4	23-18	21-14	9-13
28-24	20-27	14-10	10-17	7-11
11-16	32-23	18-15	11-15	26-31
26-23	25-30	10-6	17-22	18-23
3-8	23-19	1-10	15-18	13-17
23-19	30-26	16-11	22-26	11-16
16-23	19-16	15-8	7-2	17-22
25-21	26-23	4-11	5-9	16-20
18-25	10-7	13-17	7-2	W. wins

—H. Morrall.

#### Variation 4.

7-11	20-24	3-8	18-23	13-17
25-21	28-19	9-6	26-22	6-9
18-23	15-24	8-11	19-24	17-22
27-18	21-17	6-2	10-6	9-13
15-22	11-16	11-16	23-26	22-25
26-17	17-14	2-7	22-18	13-17
6-15	24-28	1-5	5-9	25-30
14-9	31-26	7-11	6-1	17-21
5-14	15-18	16-19	9-13	W. wins
17-10	14-9	11-16	1-6	

—T. Cowle.

#### Variation 5.

14-18	J 5-9	7-14	14-18	22-29
30-25	24-19	15-10	32-27	13-9
4-8	9-14	12-19	3-7	29-25
26-23	19-16	10-6	6-2	9-6
2-7	6-9	1-10	7-10	10-14
23-14	22-17	27-23	2-6	27-23
9-18	8-12	19-26	18-22	25-22
28-24	19-10	31-6	6-13	Drawn

—Harry Pillsbury vs. J. T. Denvir.

J—This move is tempting but not to be recommended.

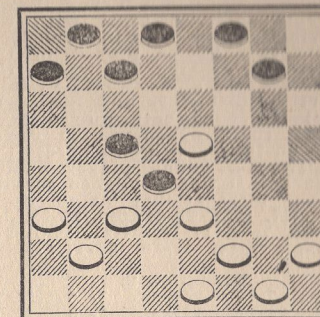
#### Variation 6.

3-7	7-9	6-9	8-11	19-24
23-14	19-16	15-10	7-2	26-22
9-18	7-11	1-5	11-15	W. wins
28-24	16-7	22-25	2-6	
5-9	2-11	11-18	15-19	
24-19	31-26	10-7	6-13	

—G. Jewitt vs. F. Dunne.

#### Variation 7.

9-14 leads to a trap that has caught many victims.



White to play and win.

31-26 21-17 27-4 4-8 32-14  
3-7 14-30 1-6 9-18 W. wins  
15-10 23-14 22-17 28-24  
6-15 30-23 6-9 20-27  
—C. H. Irving.

#### DYKE.

Many experts consider 22-17 the strongest reply to 11-15. Blacks next move, 15-19 is the best and forms the Dyke. The opening has been played so often and analyzed so thoroughly that it is hard to find anything new on it, but we give a few variations here that may be unknown to the amateur.

11-15	30-25	A 12-19	23-16	27-31
22-17	4-8	5-25	22-1	8-12
15-19	22-18	9-13	32-27	7-11
24-15	11-16	4 31-27	12-19	8-3
10-19	27-23	6-9	27-23	11-15
23-16	8-12	29-25	20-24	C Dr'n.
12-19	17-14	3-1	6 23-16	
25-22	16-20	27-23	24-27	
8-11	23-16	3-8	B 16-12	

N. W. Banks vs. A. Jordan.  
A—27-23 is another popular line. It leads to a more open game but there is little choice between the two moves.

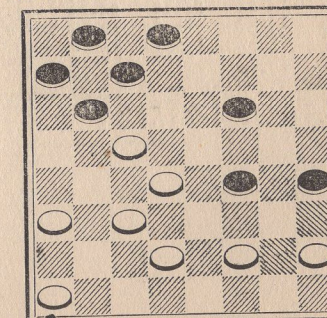
B—19-24, 28-19, 20-24, 19-15, 24-27, 23-19, 27-31, 21-17, 7-10, 14-7, 3-10, 25-21, and white wins after a long ending by Anderson.

C—7-11, 23-7, 2-11, 21-17, 11-15, drawn.—Anderson.

#### Variation 1.

31-27	27-23	2 23-16	32-27	25-22
3-8	D 8-12	12-19	7-11	

And we illustrate the position:



Black to play and win.



2-7 18-15-E 18-23 11-2 5-30  
29-25 9-18 27-18 1-6 B. wins.  
11-16 15-11 6-10 2-9

—Wm. J. Bowe.  
D—This move, original with the late Wm. J. Bowe, of San Francisco, corrects two games played in the international match between the United States and Great Britain. Stewart against Horr and Buchanan against Dearborn both played 9-13, allowing their opponents to draw. Bowe won the above game across the board from a young player named Warren and it was published shortly after the international match.

E—21-17, 9-13, 25-21, 6-9, 27-23, 20-24, 14-10, 7-14, 17-10, 24-27, 10-7, 27-31, 21-17, 9-14, 17-10, 13-17, black wins.

**Variation 2.**  
27-24-F 7-16 26-23 1-6 24-19  
20-27 25-22 13-22 2-9 20-24  
32-16 2-7 14-10 5-14 19-15  
8-12 22-17 7-14 28-24 12-16  
16-11 9-13 18-2 16-20 B. wins.  
F—25-22, 8-12, 27-23, 20-24, 23-16, 12-19, 29-25, 9-13, 18-15, 19-23, black wins.

**Variation 3.**  
18-15 29-25 23-16 27-24 26-19  
3-8 5-9 12-19 20-27 6-10  
25-22 31-27 17-14 32-14 B. wins.  
9-13 16-20 9-18 19-23

—A. J. Heffner.  
**Variation 4.**  
9-13 6-9 7-10 9-14 15-24  
18-14 31-27 14-7 18-9 22-18  
13-22 16-20 2-20 5-14 1-5  
25-18 23-16 21-17 25-22 18-9  
8-12 12-19 3-7 11-15 5-14  
29-25 27-24 17-14 26-23 Drawn.  
11-16 20-27 7-11-G 20-24  
27-23 32-16 14-10 28-19

—R. D. Yates vs. Robert Martins.  
G—Here is where you will be apt to catch the other fellow:  
1-6, 26-23, 6-10, 25-21, 10-17, 21-14, 9-13, 18-15, 13-17, 23-19, white wins.

**Variation 5.**  
11-15 18-11 8-12 17-14 9-14  
27-23 7-16 18-14 10-17 6-1  
4-8 25-22 9-18 21-14 14-18  
23-16 3-8-6 26-23 16-19 29-25  
8-12 32-27 19-26 14-10 19-23  
22-18 6-10-H 31-6 5-9 25-22

12-19 22-18 1-10 10-6 Drawn.  
—N. W. Banks vs. A. Jordan.  
H—8-12, 17-13, 2-7, 27-23, 7-10, 31-27, 16-20, 23-16, 12-19, 27-23, 19-24, 28-19, 10-14, 22-17, white wins.—Marvel.

**Variation 6.**  
6-10 2-6-I 6-15 3-10 15-24  
22-18 27-24 21-17 26-23 22-18  
9-14 16-20 1-6 19-26 Drawn.  
18-9 24-15 17-14 31-22  
5-14 10-19 6-10 20-24  
32-27 17-10 14-7 28-19

—W. Gardner vs. G. W. Dearborn.  
I—3-8, 27-24, 2-6, 24-15, 10-19, 17-10, 6-15, 21-17, 16-20, 17-14, 8-11, 29-25, white wins.—Boreham vs. Jordan.

## DYKE.

We would recommend 22-17 as a good safe reply to 11-15. It was formerly considered weak for white but of late years the experts have changed their views.

11-15 27-23-A 6-22 17-13-1 3-8  
22-17 4-8-6 26-17 9-14-C 9-5  
15-19 23-16 11-15 27-23-D 8-12  
24-15 11-20 29-25 15-19-E 5-1  
10-19 22-18-5 5-9 22-18-F 14-18  
23-16 8-11-B 25-22 1-5 23-14  
12-19 32-27-4 7-11-3 18-9 19-24  
25-22 9-14 30-26 5-14 Drawn.  
8-11 18-9 11-16 13-9

—Willis G. Hill vs. J. H. Scott.  
A—This line seems to be the favorite.

B—A forceful waiting move.  
C—16-19, 13-6, 1-10, 22-18, 15-22, 26-17, 10-15, 17-14, 2-7, 14-9, 7-11, 9-6, 19-23, drawn.—J. Howe Jr. vs. P. Doran.

D—22-17, 16-19, 17-10, 19-24, drawn.  
E—In a game between J. D'Orio and Hugh Henderson, the former played 16-19 and lost by 23-16, 14-18, 22-17, 18-22, 31-27, etc.

F—13-9, 3-7, 22-17, 7-10, 31-27, 20-24, 27-11, 1-6, drawn.—H. Henderson.

**Variation 1.**  
27-23 14-10 22-17 10-7 31-15  
9-13 20-24 13-22 3-10 10-19  
17-14 23-18-2 26-17 17-13 Drawn.  
15-19 16-20 2-6 24-27

—J. Alexander vs. A. J. Kear Jr.

**Variation 2.**  
22-17 25-30 13-6 22-18 5-1  
13-22 17-13 1-10 13-9 19-24  
26-17 30-25 21-17 10-15 1-6  
19-26 10-6 25-22 9-5 24-28  
28-12 2-9 17-13 15-19 B. wins  
—W. Benstead.

**Variation 3.**  
7-10 23-19 11-15 17-14 19-24  
30-26 15-24 17-13 10-17 10-7  
9-14 28-19 14-18 21-14 Drawn.  
26-23 7-11 22-17 15-19  
3-7 10-15-G 18-22 14-10

—H. O. Newcomb vs. J. B. Hanson.  
G—17-13, 11-15, 27-24, 20-27, 31-24, 14-18, 22-17, 18-23, 17-14, drawn.—W. Gardner vs. James Wyllie.

**Variation 4.**  
17-13 7-10 30-25 11-16 19-15  
9-14 22-17 2-7 27-23 10-26  
18-9 3-8 25-22 20-27 17-1  
5-14 26-23 7-11 32-28 9-14  
29-25 8-12 28-24-I 15-24 1-6  
11-15 31-27 5-9 28-19 Drawn.  
25-22 1-5-H 23-19 27-31

—S. Fred Hogue vs. J. Drouillard.  
H—Only move to draw. 2-7 loses by 13-9, 15-18 loses by 30-25 and 12-16 loses by 28-24.

I—White must now play with care.

**Variation 5.**  
29-25 17-13-K 28-24 25-22 17-13  
7-10 3-8 16-23 12-16 1-6  
31-27 23-19-L 27-9 22-18 30-25  
9-14-J 8-12 20-27 6-9 16-20  
26-23 22-17 32-23 13-9 Drawn.  
8-11 11-16-M 5-14 2-9

—Dr. A. Schaefer.

J—10-15 is another good line.  
K—28-24, 3-8, 17-13, 10-15, 23-19, 6-10, 30-26, 8-11, 26-23, 2-6, 22-17, 15-18, black wins.—J. Lees.

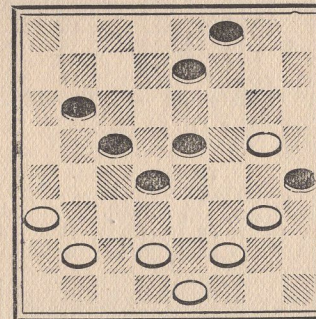
L—22-18, 5-9, 25-22, 10-15, 28-24, 6-10, black wins. 22-17 also loses here.

M—11-15, 27-23, 15-24, 28-19, 20-24, 30-26, 5-9, 25-22, white wins.

## Variation 6.

6-10 18-9 8-11 32-27 10-15  
23-16 5-14 23-19 1-6 13-6  
11-20 26-23 11-15 30-26 2-9  
22-18 4-8 19-16 6-9 28-24  
9-14 29-25 15-18 17-13

And we have a problem by L. S. Head.





## EDINBURGH.

This line of the Edinburgh is often adopted by players who strive for originality. It may be brought up from the regular Switcher although white has other options in that opening.

9-13 2-6-2 16-20 14-17 11-15  
21-17 22-18 24-19 22-6-D 16-11  
5-9-A 13-22 10-15 15-29 23-26  
25-21 26-17 19-10 6-2 20-16  
9-14-B 8-11 6-15 29-25 26-23  
30-25-7 25-22 17-10 2-6 16-12  
11-15 12-16-1 7-14 25-22 23-19  
24-19 19-12 28-24 24-20 21-17  
15-24 11-16 20-27 22-26 19-24  
28-19-C 12-8 31-24 23-19 17-14  
6-9-4 4-11 1-5 26-23 15-19  
32-28-3 27-24 29-25 19-16 Drawn

—J. Ferrie vs. R. Stewart.

A—11-15 forms the Switcher.

B—Note A applies here also.

C—This position sometimes comes up from the Denny by 10-14, 24-19, 6-10, 22-17, 9-13, 25-22, 11-15, 30-25, 15-24, 28-19, and now 5-9 is the same as trunk.

D—21-14, 11-16, 18-11, 9-27, drawn.

## Variation 1.

10-15 27-24 3-7 29-25 20-24  
19-10 4-8 22-17 11-16 19-15  
6-15 24-19 7-10 25-22 W. wins  
17-10 15-24 17-13 16-20  
7-14 28-19 1-6 22-17

—L. J. Vair.

## Variation 2.

8-11 12-16 19-24 9-25 4-11  
19-15 24-20 23-19 29-22 15-8  
10-19 16-19 14-17 28-32 7-10  
17-10 20-16 21-14 19-15 8-3  
7-14 2-7 10-17 32-28 Drawn  
23-7 27-23 25-21 22-18  
3-10 1-5-E 24-28 28-24  
28-24 16-12-F 21-14 12-8

—Draughts World.

E—19-24, 23-19, 24-28, 19-15, white wins.

F—22-18, 7-11, 16-7, 13-17, black wins.

## Variation 3.

22-18 18-11 29-25 27-18 15-6  
13-22 8-24 3-7 12-16 23-26  
26-17 27-20 22-17-I 32-28 J-6-2  
7-11-H 4-8 9-13 16-19 7-10  
17-13 25-22 25-22 20-16 2-7  
11-15 8-11 5-9 11-20 9-14  
13-6 31-27 23-18 18-15 22-18  
2-9 1-5 14-23 19-23 Drawn

—Louis Ginsberg vs. J. T. Bradford.

H—8-11, 17-13, 2-6, 25-22, leaves black with a cramped position that has been published as a white win.

I—22-18, 10-15, 25-22, 15-19, 23-16, 12-19, 22-17, 14-23, 27-18, 9-13, 17-14, 13-17, black wins.—Ginsberg.

J—6-1, 7-10, 1-5, 9-14, 5-9, 26-30, 9-18, 30-25, 28-24, 20-27, 18-23, drawn.—Ginsberg.

## Variation 4.

7-11-5 27-20 15-19 19-15 19-23  
22-18 10-15 23-16 11-16 8-3  
13-22 29-25 12-19 20-11 17-22  
18-9 4-8 22-18 7-16 3-7  
6-13 25-22 19-24 14-10 23-26  
25-18 8-11 26-23-K 16-19 7-10  
11-15 21-17 24-28 10-7 26-30  
18-11 3-7 23-19 2-11 18-15  
8-24 17-14 13-17 15-8 Drawn

—J. A. Drouillard vs. J. Dougherty.

K—32-28, 1-6, 28-19, 6-10, 19-16, 10-17, 26-23, 17-21, 23-19, 7-10, drawn.—Dougherty.

## Variation 5.

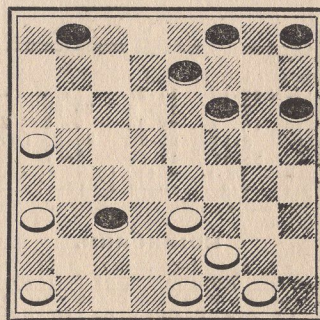
8-11 2-6 16-20 16-20 24-28  
22-18 18-14 23-18 17-13 11-7  
13-22 10-17 20-27 7-10 28-32  
18-9 21-14 32-23 14-7 23-18  
6-13 11-16 8-11 3-10 Drawn  
26-17-6 29-25 25-22 18-15  
13-22 4-8 11-16 20-24  
25-18 27-24-L 22-17 15-11

—P. H. Ketchum vs. J. Drouillard.

L—25-22, 8-11, 22-18, 16-20, is the same as variation 6 at note N.

## Variation 6.

25-18 followed by 11-15 is a published draw, but if followed by 2-6, 26-22, 13-17, 22-13, 10-15, 19-10, 6-22, we have the position on the diagram.



White to play and win.

13-9 23-18 24-20 6-2 18-14  
11-15 8-11 7-10 10-15 W. wins  
27-24 21-17 9-6 2-7  
4-8 12-16 15-19 3-10

—J. T. Bradford vs. P. H. Ketchum.

## Variation 7.

22-18-M 11-16 21-14 12-19 11-16  
13-22 24-19 2-6-N 32-28 18-22  
18-9 15-24 31-26 6-9 16-23  
6-13 28-19 1-5 15-10 22-31  
26-17 4-8 19-15 9-18 23-18  
13-22 25-22 12-16 10-3 31-24  
30-26 8-11 15-8 5-9 28-19  
11-15 22-18 3-12 3-7 Drawn  
26-17 16-20 18-15 9-13  
8-11 17-14 16-19 7-11  
29-25 10-17 23-16 13-17

—J. Hynd vs. A. Jordan.

M—29-25, 11-15, 23-18 is a well known line of the Switcher.

N—Hynd and Jordan brought this position up as shown in note L.

## EDINBURGH.

This play is on a line of the Edinburgh full of brilliant combinations. It offers a wide field for original research.

9-13 24-20 10-26 25-21 7-16  
23-19 1-5-C 31-22 17-22 19-15  
11-16-A 20-11 8-11 18-14 26-31  
26-23 8-24 29-25 10-17 23-18  
10-14-B 28-19 7-10-1 21-14 16-19  
22-18-3 4-8 22-18 11-16 14-10  
6-10 25-22 3-7 24-20 12-16  
18-9 14-17 27-24 22-26 10-7  
5-14 21-14 13-17 20-11 Drawn

—F. R. Wendemuth.

A—11-15 forms the Will O' the Wisp and is the safest move for the beginner to adopt.

B—This position comes up in the Denny by 10-14, 23-19, 11-16, 26-23, 9-13.

C—1-6 will draw also.

## Variation 1.

11-16 3-8 13-17 12-19 31-27  
25-21 18-15 18-9 7-2 6-9  
7-10 10-14 5-14 19-24 14-18  
27-24-D 30-26 10-7-E 2-6 21-14  
16-20-2 2-7 11-16 24-27 27-23  
23-18 15-10 19-15 26-23 19-16  
20-27 7-11 16-19 27-31 23-19  
32-23 22-18 23-16 23-19-F Dr'n

—F. F. Smith.

D—22-18, 2-6, 18-15, 3-8, 27-24, 6-9, 15-6, 13-17, drawn.—R. T. Ward vs. P. A. Crabbe.

E—The play from here is a problem for black to play and draw.

F—15-10, 31-27, 23-19, now 17-22 draws but 8-11 loses by 10-7, 27-24, 7-2, 24-15, 6-10.

## Variation 2.

3-8 10-14 22-18 5-14 21-14  
24-20 30-25 13-17 23-18 23-26  
8-11 2-7 18-9 14-23 19-15  
32-28 W. wins

—L. M. Lewis vs. J. Dougherty.

## Variation 3.

22-17-G 11-15 24-15 23-27 9-6  
13-22 25-22 10-26 6-2 8-11  
25-9 16-20 27-24 26-23 6-2  
5-14 22-17 20-27 2-7 32-28  
29-25-6 8-11 32-23 10-15 10-14  
7-11 17-13 26-31 7-10 I-18-23  
25-22-H 2-6 22-18 15-18 21-17  
6-10 31-26 6-10 28-24 11-15  
22-18 12-16-5 18-9 27-32 Drawn  
1-5 19-12 31-26 24-20  
18-9 11-16 23-19 23-19  
5-14 26-22-4 16-23 13-9  
30-25 15-19 9-6 4-8

—N. W. Banks.

G—24-20 here is one of the earliest losses on the board. Black wins by 14-17, 21-14, 6-10, 20-11, 10-26, 31-22, 8-31.

H—24-20 allows a black win by 14-18.

I—18-22 21-17, 19-16, 2-6, 16-19, 6-10, 19-16, 10-15, white wins.—A. Jordan vs. N. W. Banks.

## Variation 4.

13-9-J 21-17 6-2 24-19 6-1  
6-13 22-26 22-25 28-29 25-21  
26-22 17-13 2-6 19-15 1-6  
16-19 18-22 18-22 21-25 26-30  
23-16 13-9 6-10 15-10 6-10  
14-18 15-18 14-17 25-30 30-26  
22-17 9-6 10-14 10-6 16-11  
13-22 10-14 17-24 30-25 K-26-30

Drawn.—W. E. Davis.

J—12-8, 3-12, 13-9, 6-13, 26-22, 16-19, 23-16, 12-19, 22-18, 15-22, 24-6 22-26, 6-2, 26-31, 2-7, 31-24, 28-19, and white has a powerful ending.—N. W. Banks.

K—S. Lavine played 22-25 here and Davis won neatly by 11-8, 4-11, 10-15.

## Variation 5.

11-16 1-6 30-26 32-23 12-16  
21-17-L 22-26 23-18 26-19 14-17  
14-21 6-10 16-19 2-7 19-24  
26-22 26-31 24-15 12-16 10-7  
21-25 10-14 31-24 14-9 24-27  
22-17 3-7 28-19 8-12 11-15  
25-30 13-9 11-16 7-11 23-26  
17-14 4-8 14-10 19-23 Drawn  
10-17 9-6 16-23 10-14  
19-1 7-11 18-14 16-19  
17-22 6-2 23-27 15-10

—A. Jordan vs. N. W. Banks.

L—If 26-22, black has an easy draw by 15-18, 22-15, 14-18. After 21-17, black has a critical game.

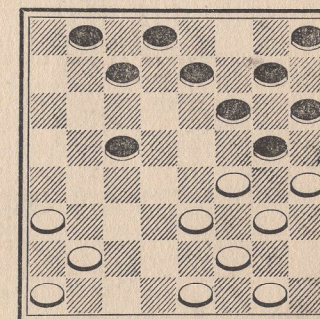
## Variation 6.

24-20 1-5 26-19 7-10 22-15  
7-11 29-25 6-9 15-6 11-18  
28-24 14-18 30-26 2-9 20-11  
3-7 23-14 9-18 26-22 8-15  
31-26-7 16-23 19-15 12-16 Drawn

—Handbook.

## Variation 7.

29-25 loses here by 14-18. 30-25 is a natural move, but it loses and forms the position on the diagram, original we believe, with S. S. Bell.



Black to play and win.

6-9 29-25 22-13 23-14 27-18  
25-22 13-17 14-18 16-23 11-16  
9-13 B. wins



## FIFE.

The Fife is a strong opening for black much favored by the experts. It was originated by James Wyllie, champion of the world for over forty years.

11-15	25-9	2-6-6	28-19	9-14
23-19	6-13	24-20-4	11-15	16-11
9-14	29-25-7	15-24	27-24	7-16
22-17	8-11	28-19	1-5	24-20
5-9-A	25-22	10-14-2	21-17	15-24
26-23	4-8	17-10	5-9	20-4
9-13	22-17	6-24	20-16-1	10-15
30-26-B	13-22	32-28	3-7	Drawn.
13-22	26-17	7-10	17-13	

—P. H. Ketchum.

A—This move forms the Fife.

B—This is called the Barker line. It was a favorite with the late American champion.

## Variation 1.

17-13	6-1	19-12	19-16	8-4
9-14	8-11	26-28	11-15	14-17
13-9	1-5	27-23	16-11	4-8
15-18	26-30	28-24	27-23	18-22
31-27	5-9	18-22	11-8	26-31
18-22	30-26	24-27	23-18	19-23
9-6	9-18	23-19	22-26	B. wins
22-26	12-16	10-14	15-19	

—P. H. Ketchum vs. J. F. Horr.

## Variation 2.

11-15	31-26	15-18	23-7	25-30
27-24	9-14	22-15	3-10	23-18
6-9	26-22	11-18	20-16	30-26
17-13	7-11	21-17	21-25	18-14
1-6	32-27-3	14-21	27-23	Drawn.

—J. P. Reed vs. C. F. Barker.

## Variation 3.

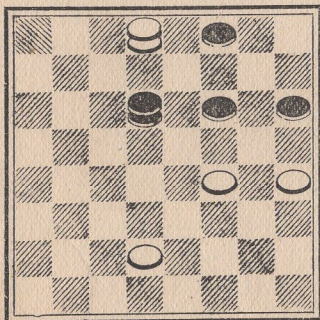
21-17	32-27	18-14	2-7	20-16
14-21	21-25	25-21	9-14	6-9
22-17	27-23	14-7	7-16	13-6
15-18	25-30	21-14	14-10	10-1
23-7	23-18	7-2	16-11	B. wins
3-10	30-25	14-9	8-15	

—Dr. A. Schaefer.

## Variation 4.

17-13-5	1-17	19-15	7-14	28-19
6-9-C	27-23	30-25	18-9	8-11
13-6	17-22	32-27	17-14	6-2
15-18	23-13	25-21-D	9-6	14-10
23-14	22-26	27-23	11-15	31-26
10-17	24-20	21-17	23-19	
21-14	25-30	15-10	15-24	

Forms a position that caused considerable controversy at the time of the Barker-Smith match.



Black to play and draw.

10-14-E	23-18	20-16	18-15	19-3
26-23	3-8	11-20	12-16	10-19
14-10-F				Drawn.

C—1-5, 24-20, 15-24, 28-19, 11-15, 27-24, draws the same as variation 2.

D—25-22 looks tempting but white would win by 31-26.

E—3-8, 26-23, 11-15, 2-6, 10-1, 19-10, 1-5, 23-18, 5-9, 10-7, 9-13, 18-15, 13-17, 7-2, 17-22, 2-7, 23-18, 7-11, white wins.  
F—3-8, 23-18, 14-16, 2-7, 11-15, 20-4, 15-19, 7-11, white wins by "First Position."

## Variation 5.

17-14-G	23-14	27-24	32-28	31-27
10-17	10-17	8-11	25-30	30-26
21-14	24-20	24-19	19-16	27-24
6-10	11-15	17-22	12-19	Drawn.
14-9	19-10	28-24	24-8	
15-18	7-14	22-25	3-12	

—Dr. A. Schaefer.

G—31-26, 11-16, 26-22, 8-11, 17-13, 1-5, 22-17, 5-9, black wins.

## Variation 6.

1-5	32-28	12-19	9-18	14-10
17-13	11-15	24-6	7-10	6-2
5-9-H	27-24	27-31	18-14	3-8
13-6	8-11	6-2	10-17	28-24
2-9	31-26	31-26	21-14	8-12
24-20	15-18	2-6	13-17	24-19
15-24	19-16	26-17	14-10	Drawn.
28-19	18-27	6-9	17-14	
9-14	26-22	17-13	10-6	

R. Martins vs. George Buchanan.  
H—2-6, 24-20, 15-24, 28-19, 11-15, 27-24, 5-9, 31-26, draws the same as variation 2.

## Variation 7.

21-17	6-9	27-18	11-15	19-15
13-22	14-5	12-16	27-23	24-27
26-17	10-15	18-15	16-20	15-10
2-6	19-10	8-11	24-19	27-31
29-25	7-30	15-8	15-24	23-13
15-18	31-26	4-11	28-19	31-26
23-14	30-23	32-27	20-24	B. wins

—J. Macfarlane vs. J. Kirk.

## GLASGOW.

The Glasgow is an old time favorite. It leads to a very equal game.

11-15	3-7	19-26	10-15-C	18-23
23-19	28-24	30-23	19-10	21-17
8-11	7-16	8-11-2	6-15	10-15
22-17	24-20	23-19	13-6	17-13
11-16-A	16-19	5-9	1-10	23-27
24-20	25-22	17-13	22-17	31-24
16-23	9-14	11-15-1	14-18	19-23
27-11	29-25	32-28	17-13	9-6
7-16	4-8-4	15-24	15-19	Drawn.
20-11	26-23-B	28-19	13-9	

—John Drummond.

A—This forms the Glasgow.

B—Avoids the 22-18 line which is known as Martin's rest. The repetition of this game in the Wyllie-

Martins match of 1863 led to the introduction of the restricted style of play now universally used among experts.

C—2-7, 20-16, 1-5, 22-17, 14-18, 31-27, 9-14, 27-24, 18-23, 16-11, white wins.

## Variation 1.

10-15	16-19	6-10	32-23	18-22
19-10	32-27	9-6	17-14	14-17
6-15	14-18	11-15	18-22	23-18
13-6	22-17	6-2	14-10	17-26
1-10	19-24	24-28	15-18	25-30
22-17	17-14	2-7	13-9	Drawn.
12-16	10-17	10-14	19-24	
17-13	21-14	7-10	10-14	
2-6	15-19	28-32	22-25	
25-22	14-9	10-17	9-6	

—Priest vs. Busby.

## Variation 2.

6-9	19-15	1-10	31-27	2-9
23-19	11-18	25-22	14-18-3	Dr'n.
8-11	22-6	9-13	22-6	

—Anonymous.

## Variation 3.

2-7	20-16	24-27	7-2	32-27
27-23	15-24	10-6	19-23	16-19
7-11	28-19	27-31	2-7	27-32
32-28	10-15	6-1	23-27	19-23
5-9	17-10	12-16	7-11	32-28
23-19	15-24	11-7	27-32	23-26
11-15-D	16-11	16-19	11-15	W. wins

—Teetzel vs. Jordan.

## KEELSO.

The experts have always considered 21-17 the best reply to the Keelso. White can force a number of strong lines and the player with the black must be prepared to meet them all.

D—12-16, 19-15, 11-15, 12-8, 14-13, 8-3, 18-25, 3-7, white wins.—George Andrews vs. N. W. Banks.

## Variation 4.

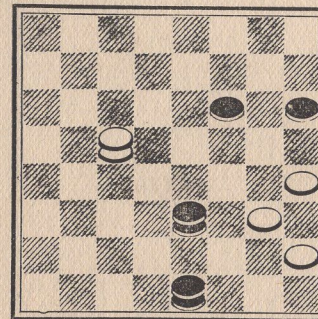
2-7	7-11	11-15	10-26	8-11
26-23-7	31-27-5	13-6	6-2	Drawn.
19-26	6-9	15-18	4-8	
30-23	17-13	22-15	25-22	

—James P. Reed.

## Variation 5.

23-19-6	31-27	13-6	9-6	10-14
4-8	8-11	1-10	26-23	22-26
32-28	27-24	21-17	6-2	14-17
5-9	18-22	22-26	10-14	26-31
17-13	25-18	17-13	2-6	17-14
14-18	10-15	26-31	14-17	
22-15	19-10	13-9	6-10	
11-18	6-22	31-26	17-22	

Forms a very useful position by A. Jackson. Pomeroy won this in his match with Jordan.



Black to play and win.

31-26	17-14	22-18	15-11	14-10
14-10	25-21	7-16	23-27	11-8
26-22	14-10	18-23	11-7	20-16
10-14	26-22	19-15	27-24	8-4
22-25	24-19	12-19	7-3	16-12
14-17	21-17	20-16	24-20	B. wins
23-26	10-7	17-14	16-11	

## Variation 6.

22-18	18-9	31-26	20-16	19-10
6-9	5-14	4-8	15-24	12-19
25-22	23-19	32-28	28-19	B. wins
9-13	1-5	11-15	10-15	

—Sweeney vs. Clute.

## Variation 7.

31-27-E	12-19	26-23	31-26	14-10
14-18	25-22	19-26	15-8	15-6
22-15	4-8	30-23	7-11	8-15
19-24	22-18	24-27	8-3	9-14
27-23	8-11	23-19	26-22	15-19
10-19	17-14	27-31	3-8	6-9
23-16	6-9	19-15	22-15	Drawn.

—James P. Reed.

E—In the match between Jordan and Freedman this position, colors reversed, was reached from the 9-13, 23-19 opening. Jordan drew by 22-18, 14-23, 17-14, running into old play.

## Variation 4.

16-19-G	18-9	11-15-6	26-21	12-16
23-16	11-18	19-10	15-19	11-8
12-19	29-25	6-15	27-23	16-19
22-18	5-14	13-9	18-27	8-3
15-22	28-24	8-11	31-15	Drawn
24-15	8-11	24-20	11-18	
7-11	24-19	1-5	20-16	
25-18	4-8	32-27	8-12	
9-14	27-24	3-8-5	16-11	

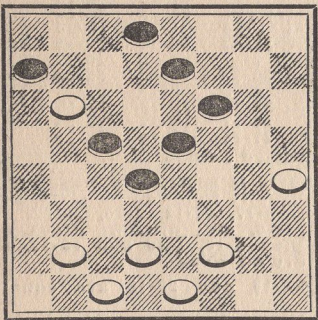
—J. Jack.



G—This is weak but it is often played to avoid the complications of the 16-20 line.

#### Variation 5.

3-7 loses and forms the position on the diagram which J. O. K. Smith won off R. D. Banks.



White to play and win.

25-21 26-23 24-20 31-24 24-19  
11-16 18-22 15-18 25-29-H W.  
20-11 27-24 20-11 11-7 wins  
7-16 22-25 18-27 2-11

H—14-18, 30-26, 5-14, 26-22. White wins.

#### Variation 6.

6-10 2-11 12-16 17-21 10-14  
24-20 32-27 26-22 7-3 3-8  
1-6 10-15 7-10 21-30 30-26  
19-16 26-23 31-26 26-23 8-12  
8-12-I 3-7 14-17 6-10 W. wins  
16-7 30-26 23-7 13-9

—J. P. Reed vs. Clarence Freeman.

I—10-15-J, 16-7, 2-11, 31-27, 8-12, 26-23, 3-7, 30-26, 12-16, 32-28, 6-10, 25-21. White wins.

J—2-7, 16-12, 11-15, 25-21, 8-11, 31-27, 15-19, 27-23. White wins.

#### KELSO.

The Kelso offers a fine field for originality. It is considered slightly in favor of white.

10-15 8-11-1 6-15 7-11 31-27  
24-19-A 15-8 26-17 14-10 22-18  
15-24 4-11 9-13 15-19 27-31  
28-19 26-22 17-14 27-23 18-14  
9-14-B 10-15 3-7 20-24 31-22  
22-18 19-10 29-25 10-7 23-18  
5-9-C 6-15 1-5 24-27 22-15  
26-22 22-17 25-22 7-3 8-4  
11-16-2 15-22 16-20 27-31 15-8  
18-15 17-10 31-26-D 3-8 4-20  
7-10 2-6 11-16 11-15 Drawn.  
22-18 30-26 23-18 18-11

—R. Holmes vs. N. M'Vean.

A—White has the choice of seven replies to the Kelso and they are all good. 24-19 leads to an interesting game.

B—6-10 is a line that has been pretty thoroughly explored.

C—7-10, 18-9, 5-14, 25-22, 11-15, 32-28, 15-24, 28-19, is a well-known variation of the Second Double Corner.

D—32-28, 11-16, 31-26, 15-19, 22-18, 13-17, 18-15, 17-22, 26-17, 19-26, 14-9, 5-14, 17-8, 26-31, drawn.

#### Variation 1.

16-20-E 14-21 6-10 14-17 4-8  
29-25 19-16 18-11 2-7 20-16  
1-5 12-19 8-15 10-14 8-12  
25-22 23-7 16-11 30-25 24-19  
3-7 2-11 9-13 21-30 14-17  
32-28 31-27 28-24 7-10 30-26  
20-24-F 10-19 5-9 30-23 W. wins  
27-20 27-23 11-7 10-26  
7-11 11-15 9-14 17-21  
21-17 23-16 7-2 26-30

—N. W. Banks vs. Robert Stewart.  
E—If 3-7, 26-22, 7-11, 22-17, a black draw is doubtful.

F—If 7-11, 21-17, 14-21, 19-16, white wins.

#### Variation 2.

7-10-6 22-17 10-15 26-17 12-19  
19-15 4-8-3 19-10 15-19 17-13  
10-19 27-24 6-22 31-26 10-15  
23-7 11-16 13-6 19-24 13-9  
3-10-4 24-19 1-10 26-22 14-18  
26-23 8-11 30-26 16-19 Drawn.  
8-11 17-13 11-15 23-16

—G. A. Rudolph vs. H. B. Reynolds.

#### Variation 3.

11-16 27-11 16-19 26-22 30-25  
23-19 9-14 25-22 23-26 10-7  
16-23 29-25 1-5 22-17 25-22  
18-15 12-16 22-17 26-30 7-3  
10-19 30-26 14-18 13-9 W. wins  
17-10 19-24 17-13 5-14  
6-15 32-28 18-23 17-10

—W. McKendrick vs. J. Melrose.

#### Variation 4.

14-23 9-13 8-11 16-20 17-21  
26-19 23-18-5 32-27 23-18 27-24  
3-10 4-8 2-7 13-17 Drawn.  
30-26 29-25 18-15 21-14  
8-11 11-16 11-18 10-17  
26-23 27-23 22-15 18-14

—Frank Dunne.

#### Variation 5.

27-24 6-9 27-23 13-22 4-8  
4-8 29-25 11-16 18-9 31-26  
31-27-G 1-5 24-20 10-14 8-11  
11-15 25-21 15-24 11-8-H 26-19  
23-18 9-14 20-11 24-27 11-20  
8-11 18-9 12-16 8-4 Drawn.  
21-17 5-14 22-18 27-31

—A. J. Heffner.

G—L. S. Head played 24-20 against J. Searight and lost in the International Match of 1905.

H—9-5, 24-27, 5-1, 27-31, 11-7, 2-11, 1-6, 11-15, 32-28, 22-25, 28-24, 15-18, 6-9, 18-27, 9-18, 31-26, black wins.—J. Yates.

#### Variation 6.

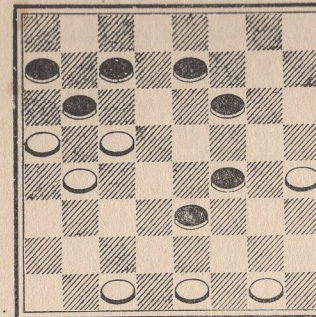
6-10 13-22 10-17 8-11 3-10  
2-17 25-9 20-16 24-20 13-9  
11-15 1-5 12-26 7-10 15-18  
18-11 26-22 31-13 29-25 9-6  
8-24 5-14 2-6 10-15 10-15  
27-20 22-18 32-28 18-14 25-21  
9-13-7 14-17 4-8 6-10 15-19

30-25 21-14 28-24 14-7 Drawn.  
—P. H. Ketchum vs. N. W. Banks.

#### Variation 7.

4-8 25-22 22-17 26-22 17-14  
17-13 15-19 8-11 1-5 3-7  
2-6 23-16 17-10 22-17 21-17  
29-25 12-19 7-14 14-18 18-23  
10-15

And we have an odd position that came up in a game played between George Kehoe and P. H. Ketchum.



White to play and draw.  
32-27, 9-18, 30-26, drawn.

#### KELSO.

The 24-20 line of the Kelso is considered slightly in favor of black. It offers many opportunities for original play.

10-15 11-15 8-11-1 11-16 14-18  
24-20 32-27 16-7 28-24 23-7  
15-19-A 6-10-C 2-11 16-20 6-14  
23-16 17-14 27-23 31-27 7-3  
12-19 9-18 10-14 4-8 14-18  
27-24-B 26-23 25-21 29-25 3-8  
7-10 19-26 1-6 8-12 18-25  
24-15 30-7 22-17 18-9 8-11  
10-19 3-10-4 6-10 12-16 Drawn.  
21-17-5 20-16-3 17-13 25-22

—J. B. Hanson vs. Louis Ginsberg.  
A—Black can play 7-10 or 6-10 here but 15-19 is the strongest.

B—22-18 is often played here but it allows black the choice of several strong lines.

C—Alfred Jordan played 9-14 17-10, 19-24, 28-19, 15-24 against S. Grove in the International Match and lost by 20-16, 6-15, 27-20.

#### Variation 1.

10-14-D 19-10 23-26 12-8 18-9  
16-12 6-15 15-10 10-14 11-15  
8-11 25-21 26-31 8-3 13-17  
27-23-2 14-18 10-7 22-18 15-18  
11-16 24-20 31-26 8-7 17-21  
28-24 18-25 7-8 6-9 18-22  
16-20 29-22 20-22 20-16 9-6  
23-19 15-19-E 3-7 9-13 7-11  
20-27 23-18 1-6 16-12 6-10  
31-24 19-23 7-11 14-17 Drawn.  
2-6 18-15 6-10 21-14

—P. H. Ketchum vs. L. M. Lewis.  
D—8-12, 27-24, 12-19, 23-18, 15-22, 24-6, 1-10, 25-18, 4-8, 29-25, 8-11, 28-24, 10-14, drawn.

E—Black must play this ending with care.

#### Variation 2.

A natural move to make here is 12-8 going in for a king but it leads to trouble. Oscar Apple won this variation from G. M. Tanner in an Illinois state tournament and H. B. Reynolds afterwards scored the same win in a match with Louis Ginsberg.  
12-8 9-13 22-18 13-31 14-9  
5-9 27-23 2-7 23-18 16-20  
8-3 15-19 18-9 31-26 B. wins  
11-16 31-28 6-14 18-14  
25-21-F 1-5 3-17 26-22

White may draw here by 27-24, 16-19, 24-20, 19-23, 22-18, 15-22, 25-18, 23-26, 31-22, 14-23, 22-10.

#### Variation 3.

27-23 5-9 25-22 8-12 23-7  
8-11 29-25 2-7 22-17 Drawn.  
22-18 4-8 28-24 14-23  
15-22 31-27 7-10 18-15  
25-18 10-14 24-19 11-18

—L. M. Lewis vs. P. H. Ketchum.

#### Variation 4.

2-11 3-7 4-8 30-26 25-22  
27-23 11-2 23-19 29-25 17-13  
1-6 8-12 15-18 22-29 Drawn.  
22-17 2-9 19-15 31-22  
11-16 5-30 18-22 20-25  
20-11 28-24 24-20 22-17

—W. J. Nichols.

#### Variation 5.

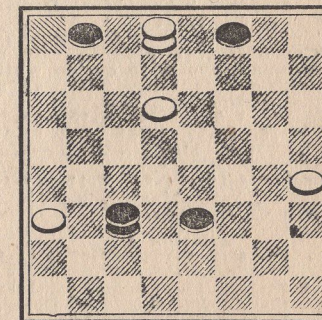
32-27-G 12-19 25-21 15-18 27-18  
9-14 17-10 6-9 29-25 15-22  
27-23 6-15 31-27 11-15 28-24  
2-7 21-17 9-18 21-17 22-26  
22-16 4-8-H 26-23 8-11 24-19  
8-12 17-14 19-26 25-21 7-10  
22-17-6 1-6 30-14 18-23 Drawn.  
—E. C. Waterhouse vs. N. W. Banks.

G—Frequently played but not as strong as 21-17.  
H—5-9, 25-22, 4-8, 17-12, 9-14, 13-9, 14-18, 29-25, 7-10, 22-17, 19-24, 28-19, 15-24, 17-14, drawn.—Stewart vs. Holmes.

#### Variation 6.

31-27-I 17-10 29-27 22-17 14-10  
12-19 6-15 7-10 18-23 30-26  
27-23 26-23 23-19-J 17-14 16-11  
4-8 19-26 15-24 10-17 26-22  
23-16 30-23 28-19 21-14 11-7  
8-12 5-9 11-15 23-26 15-19  
22-17 25-22 19-16 25-21 7-2  
12-19 9-14 14-18 26-30 19-23

And we have one of the standard positions known as Peterson's Draw-bridge. This position is of frequent occurrence and the solution should be thoroughly mastered by the student. In this instance the draw was pointed out by N. W. Banks to correct the game shown in note J.



White to play and draw.

2-7 7-2 20-16 12-8 16-19  
23-27 28-18 18-14 7-11 26-30  
7-2 2-7 13-17 8-3 19-23  
27-31 1-5 14-18 11-15 30-25  
2-7 7-2 17-13 3-8 23-18  
31-27 19-16 18-22 15-18 22-15  
7-2 2-6 21-17 8-11 17-14  
27-23 5-9 6-10 18-23 Drawn.  
2-7 6-13 16-12 11-16  
23-19 15-6 3-7 23-26

I—This move allows black to establish a strong position in the center of the board.

J—28-24, 3-8, 22-17 15-18 24-19, 18-27, 19-16, 11-15, 16-12, 8-11, 12-8, 15-18, 8-3, 11-15, black wins.—Lawson vs. Bradford.



## LAIRD AND LADY.

The Laird and Lady is one of the most complicated openings on the board. It abounds in traps and shots and is a great favorite with the amateur.

11-15 6-10-4 3-12 10-15 1-5  
23-19 24-27-3 25-22 19-10 7-2  
8-11 10-17 7-10 6-15 5-9  
22-17 26-22 28-24 16-11 2-6  
9-13 17-26 5-9 14-17 9-14  
17-14 31-8 24-19 25-21 6-9  
10-17 4-11 9-14 17-26 15-19  
21-14-A 19-16 29-25 30-23 9-18  
15-18 12-19 2-6-1 12-16 19-26  
24-20-B 24-8 20-16 11-7 Drawn.  
—C. F. Barker.

A—This forms the opening. 19-10, 7-14, forms the Black Doctor. It is a draw but a narrow one against the strongest black lines.

B—This move restricts the black and simplifies the opening to a certain extent.

## Variation 1.

2-7 10-17 10-19 23-27 28-24  
32-28 21-14 2-7 24-19 27-31  
14-17-C 25-29 13-17 27-32 24-19  
22-18 19-15 7-11 19-16 30-25  
17-22 1-6-2 19-23 12-19 19-23  
25-21 14-9 11-15 15-24 Drawn.  
22-25 7-10 17-22 32-28  
18-14 9-2 28-24 24-27

—R. E. Bowen.

C—1-5, 30-26, 14-17, 25-21, 10-14, 20-16, white wins.—J. T. Murray.

## Variation 2.

13-17 11-15 17-22 1-10 27-31  
15-10 7-2 14-9 7-14 10-15  
7-11 15-18 18-23 23-27 W. wins  
10-7 2-7 9-6 14-10

—G. Dalziel.

## Variation 3.

25-21-D 13-22 26-17 20-27 F-31-27  
10-17 20-16-E 6-9 32-14 8-11  
21-14 11-20 29-25 2-6 27-24  
18-22 30-26 9-18 25-21 Drawn.  
26-17 1-6 27-24 4-8

—J. A. Buchanan.

D—The object in playing 6-10 at the previous move is to entice white into making this reply. It was at one time considered a loss.

E—27-23, 1-6, 28-24, 6-10, 30-25, 10-17, 25-18, 17-22, 19-15, 4-8, 24-19, 2-6, 32-28, 5-9, black wins.—Wm. Dickson vs. J. M'Ivor.

F—28-24, 6-10, 31-26, 8-11, 17-13, 10-17, 21-14, 7-10, black wins.—J. A. Buchanan vs. C. Hoare.

## Variation 4.

4-8 22-6 9-18 29-25 11-18  
26-23 1-17 27-23 17-22 20-2  
6-9-5 23-18 18-27 25-21 18-22  
31-26 17-22 25-18 22-26 Drawn.  
2-6 19-15 13-17 18-14  
26-22 12-16 32-23 9-27  
6-10 18-14 5-9 30-23

—Harper Coltherd.

## Variation 5.

11-15-7 11-16 32-28 23-27 6-9  
19-10 20-11 31-27 25-22 13-6  
6-15 7-16 28-32 27-31-G 10-15  
28-24 19-15 27-24 22-17 20-16  
8-11 16-19 32-27 2-6 11-20  
25-21-6 23-16 24-20 10-7 H-30-25  
1-6 12-19 27-23 3-10 20-16  
32-28 14-10 15-11 17-13 2-7  
13-17 19-23 23-19 19-15 31-26  
24-19 21-14 14-10 11-7 6-2  
15-24 23-32 18-23 15-11 15-18  
28-19 10-1 29-25 7-2 Drawn.

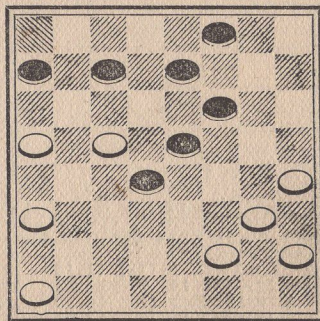
—John O'Connell vs. George Pierce.

G—2-6, 11-7, 6-15, 1-6, 3-10, 23-18, white wins.

H—2-7, 31-26, 30-23, 15-19, white wins.

## Variation 6.

23-19 6-15 25-21 16-19 31-13  
2-6 32-28 12-16 26-23 1-6  
19-10 13-17 30-26 19-26  
And we have a beautiful little problem by C. T. Davis.



White to play and draw.

21-17 15-22 13-9 22-29 16-12  
18-23 24-19 6-13 19-16 Drawn.  
27-18 3-8 29-25 13-22

## Variation 7.

6-10 27-23 15-24 31-26 15-24  
25-21 11-15 28-19 8-11 16-11  
10-17 19-10 1-6 25-22 W. wins  
23-14 6-15 29-25 11-15  
2-6-I 23-19 6-10-J 20-16

—James Lees.

I—1-6, 27-23, 6-9, 32-27, 9-18, 23-14, 2-6, 29-25, 6-9, 31-26, 9-18, 21-14, 13-17, 26-22, white wins.—Drummond.

J—6-9, 32-27, 9-18, 21-14, 13-17, 31-26, 17-21, 26-23, 7-11, 19-15, 12-16, 14-10, white wins.—P. H. Ketchum.

## OLD FOURTEENTH.

The Old Fourteenth is usually the first game the beginner tries to master.

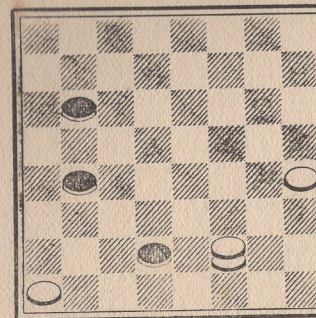
11-15 6-9 10-17 22-15 13-17  
23-19 13-6 21-14 24-19 19-16  
8-11 2-9 6-10 15-24 12-19  
22-17 26-22 30-25 28-19 15-24  
4-8 1-6-A 10-17 7-10 5-9  
17-13 22-17-3 25-21 14-7 24-27  
15-18 18-22-2 22-26 3-10 1-17-21  
24-20 25-18 21-14 8-3 26-30  
11-15 15-22 26-30 10-14 21-25  
28-24 23-18 19-15 3-7 20-16  
8-11 14-23 30-26 14-17 25-30  
26-23 27-18 15-8 7-11-B 16-11  
9-14 9-13 26-22 17-22 30-25  
31-26 17-14 32-28 11-15 Drawn

A—The play up to here is so old and well known that notes are superfluous.

B—Sturges plays 7-10, 17-21, 10-14, 13-17, 19-15, 17-22, 14-17, 22-26, 15-10, drawn. The variation is given to illustrate how easy it is for a beautiful little problem to come up in actual play.

## Variation 1.

22-26 forms the problem. It was won by C. B. Bouton.



White to play and win.  
29-25, 26-30, 25-22, 17-26, 27-31, white wins.

## Variation 2.

9-13-C 22-18 22-25 11-15 8-12  
25-22 15-22-D 6-2 5-9 19-15  
18-25 32-28 13-22 15-10 18-23  
29-22 9-18 20-16 9-13 27-18  
14-18 19-16-E 11-20 10-15 12-16  
23-14 12-19 2-11 3-8 Drawn  
6-9 24-6 25-29 15-19

—J. G. Keenan.

C—3-8 loses by 25-22.

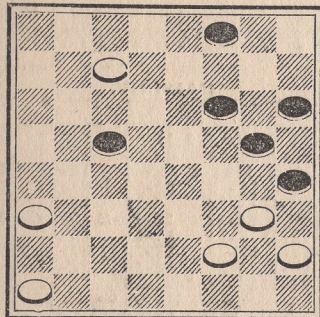
D—13-22, 20-16, 10-17, 21-14, 11-20, 18-2, 9-18, 2-6, white wins.

E—Given to improve Sturges who plays 17-14, 10-17, 21



K-1-6, 26-22, 3-7, 15-11, 7-10, 29-25, 10-15, 24-19, 15-24, 23-19, 13-17, drawn. —Schaefer and Kelly.  
 L-3-7, 15-10, 7-11, 22-18, 1-5, 18-9, 5-14, 10-7, 11-15, 7-3, 15-18, 29-25, 2-6, 31-26, 6-10, 3-7, 8-11, 7-3, 13-17, 3-7, 11-15, 7-11, white wins.—J. Ferrie vs. R. Stewart.

**Variation 4.**  
 15-10, 13-17, 10-6, 1-10, 18-15, 10-26, 31-6, 8-11, forms the position on the diagram.



White to play and draw.  
 6-2 3-8 2-6 18-23 9-14  
 11-15 6-2-M 14-18 27-18 20-27  
 2-6 8-11 6-9 15-22 14-13  
 Drawn.—J. Jack.  
 M-29-25, 8-11, 6-9, 14-18, 25-22, 18-25, 9-14, 25-30, 14-17, 15-18, black wins.—J. C. Brown vs. James Wyllie.

**Variation 5.**  
 5-14 11-16 4-8 2-9 16-19  
 32-28-N 19-15 15-10 10-7 6-2  
 13-22 10-19 12-16 3-10 13-17  
 25-9 24-15 14-9 27-24 21-14  
 6-13 16-19 1-5 20-27 9-13  
 23-18 18-14 9-6 31-6 Drawn.

P. H. Ketchum vs. A. Jordan.  
 N—If white plays 30-26, 13-22, 25-9, 6-13, we have a variation of the Whilter, colors reversed, brought up thus:

11-15 7-11 5-9 15-24 15-24  
 23-19 25-22 17-13 20-11 27-20  
 9-14 11-16 3-7 8-15 Same.  
 22-17 26-23 24-20 28-19

**Variation 6.**  
 11-16 25-22 3-7 15-6 20-27  
 17-10 1-6 22-17 7-11 21-17  
 6-24 29-25 9-14 17-10 15-24  
 28-19 4-8 31-26 11-15 17-14  
 7-10 18-15 6-9 27-24 Drawn.  
 —J. Searight.

**PIONEER.**  
 The Pioneer leads to a very equal game with a wide field for variety on both sides. It was named by the late J. D. Janvier, Newcastle, Delaware, himself a pioneer author on the game.

11-15 28-19 15-24 23-16 5-14  
 22-17 4-8 27-11 12-19 24-19  
 9-14 22-18-3 7-16 26-23-G 13-17  
 25-22 8-11 22-18-E 19-26 23-18  
 8-11-A 18-9 6-9-1 30-23 14-23  
 17-13-B 5-14 13-6 1-5 21-7  
 11-16 29-25 2-9 27-24 3-10  
 24-19-C 11-15-D 31-27-F 9-13 Drawn  
 15-24 25-22 16-19 18-9

—P. H. Ketchum vs. F. C. Stokes

A-15-19 forms the Double Corner Dyke, a popular opening although white has the attack.

B—If 29-25, 4-8, 23-19, black is forced to play the Souther to get an equal game. If 11-16 in reply to 29-25, then 23-18, 14-23, 27-11, gives white a powerful game.

C-24-20, 23-18, 29-25 and 22-17 are all safe moves.

D-16-20, 25-22, 11-16, 22-18, leads to an equal game.

E-31-27, 16-19, 23-16, 12-19, 22-17, 3-8, 26-23, 19-26, 30-23, 8-11, 27-24, 11-15, 32-28, 15-18, 23-19, 18-23, 19-16, 23-26, 16-11, 26-30, 24-19, 30-26, 19-16, 26-22, 28-24, 6-9, black wins.—P. H. Ketchum vs. Joseph Duffy.

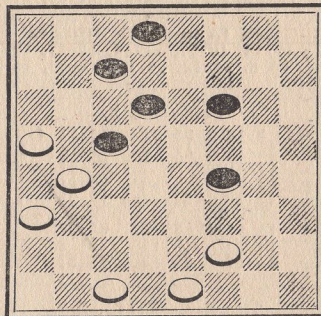
F-26-22, 16-19, 23-16, 12-19, 18-15, 14-18, 15-6, 18-25, 21-17, 1-10, 30-21, 9-13, 17-14, drawn.—P. H. Ketchum vs. L. M. Lewis.

G—If 18-15, 19-24, draws.

**Variation 1.**  
 1-5 23-16 2-7-2 31-27 8-12  
 18-9 12-19 27-23 11-16 19-15  
 5-14 22-17 19-26 27-24 Drawn  
 26-22-H 3-8 30-23 16-20  
 16-19 32-27 7-11 24-19  
 —Louis Ginsberg.

H-31-27, 16-19, 23-16, 12-19, 32-28, 3-8, 27-23, 8-12, 23-16, 12-19, 26-23, 19-26, 30-23, 10-15, 28-24, 15-19, drawn.  
 —A. J. Heffner vs. A. Jordan.

**Variation 2.**  
 8-11 forms a position that Louis Ginsberg won off A. Jordan in the Second American Tournament.



White to play and win.  
 27-23 11-16 19-16 27-31 17-14  
 19-26 27-24 24-27 12-8 10-17  
 30-23 16-20 23-19 7-11 21-14  
 2-7 24-19 14-18 3-3 W. wins  
 31-27 20-24 16-12 18-23

**Variation 3.**  
 29-25 26-22 18-14-K 23-18 2-6  
 8-11 11-15 15-19 15-19 1-10  
 22-17-6 23-18-4 32-27-L 18-15 14-7  
 16-20 15-24 11-15 19-23 27-31  
 25-22-5 18-9 27-23 15-11 7-3  
 11-16 10-15 19-26 23-26 Drawn  
 22-18 27-23-I 30-23 11-7  
 7-11 3-7-J 24-27 2-11  
 18-9 23-18 31-24 9-2  
 5-14 7-11 20-27 26-30  
 —W. Taylor.

I-17-14, 3-7, 30-26, 24-28, 22-18, 15-22, 26-17, 6-10, 9-5, 16-19, 14-9, drawn.  
 —Jacob and Studwick.

J-15-19, 22-18, 19-26, 31-22, 3-7 18-15, 7-10, 15-11, 1-5, 32-28, 5-14, 28-19, 16-23, 11-7, 2-11, 22-18, drawn.—W. H. Knowles.

K-17-14, 1-5, 21-17, 24-28, 31-26, 15-19, 14-10, 5-21, 10-1, 19-23, black wins.  
 —Jacob and Studwick.

L-32-28, 19-23, 28-19, 23-27, black wins.

**Variation 4.**  
 32-28 17-10 27-24 15-11 18-14  
 15-24 22-25 20-27 31-27 19-16  
 18-9 26-22 31-24 11-7 10-6  
 3-8 25-30 16-20 2-11 1-10  
 30-26-M10-7 24-19 8-15 14-7  
 8-11 11-15 30-25 27-24 Drawn  
 22-18 7-3 3-8 15-10  
 10-15-N 15-19 23-27 24-19  
 19-10 23-18 19-15-O 22-17  
 6-22 19-23 27-31 25-22  
 —D. C. Calvert.

M-22-18, 8-11, 18-9, 10-14, black wins.—A. D. P.

N-1-5, 18-9, 5-14, 27-24, 20-27, 31-24, 16-20, 26-22, 20-27, 22-18, 27-31, 18-9, 11-16, 23-18, 16-23, 18-14, drawn.  
 —R. D. Yates vs. Melvin Brown.

O-8-11, 27-31, 22-17, 25-22, 18-14, 22-18, 14-10, 18-14, 10-7, 2-6, 17-10, 6-24, black wins.—Joseph Maize.

**Variation 5.**  
 19-16 10-19 27-23 10-14 31-24  
 12-19 32-28 11-16 17-10 20-27  
 23-16 5-9 25-22 6-24 26-22  
 14-18 30-26 8-12 13-6 Drawn  
 26-22 7-10 22-



I—20-24, 18-9, 24-27, 23-18, 27-31, 26-22, 31-27, 18-14, 27-23, 22-18, white wins.—S. Pearson.

#### VARIATION 8.

9-13 5-14 10-17 3-7 11-15  
18-9 25-22 19-15 18-14 K-23-18  
5-14 2-7 7-11 6-9-J 16-32  
22-18 22-18 23-19 14-5 18-4  
1-5 14-17 11-16 7-11 20-27  
18-9 21-14 26-23 15-10 Drawn.

—A. D. Anderson.

J—7-11, 15-10, 6-15, 19-10, 11-15, 14-9, 16-19, 23-16, 12-19, 10-7, 8-11, 7-3, 19-23, 27-18, 20-27, 3-8, white wins.—A. D. Anderson.

K—10-7, 15-18, 23-14, 16-32, 24-19, 8-11, 7-3, 32-27, 3-8, 11-16, 19-15, 17-22, black wins.—J. Maize.

#### SECOND DOUBLE CORNER

The Second Double Corner is a difficult game to play with the whites, many authors to the contrary notwithstanding. Black has numerous strong lines to select from and the player of the whites must be prepared to meet them all. We give here a few of the strong black attacks.

11-15 4-8 5-14 17-21 10-15  
24-19 17-13 30-26-1 26-22 18-14  
15-24 8-11-B 11-15 21-30 15-19  
28-19 26-22 19-16-C 31-26 9-5  
8-11 9-14-4 12-19 30-23 3-8  
22-18 18-9 23-16 27-11 11-4  
11-16 5-14 14-17 20-24 7-10  
25-22-A 22-18 21-14 22-18 14-7  
16-20 1-5-3 10-17 6-10 2-20  
22-17 18-9 29-25 13-9 Drawn.

—Richard Jordan vs. Charles F. Barker.

A—18-14 is a draw but a hard one for white.

B—A strong black formation.

C—26-22, 15-24, 22-18, 14-17, 21-14, 10-17, 32-28, 17-22, 28-19, 7-10, black wins.

#### Variation 1.

29-25 28-19 25-22 23-18 17-14  
11-15 11-15 14-17 17-21-E 6-10  
30-26-2 19-16 21-14 18-15 Drawn.  
15-24 12-19 10-17 21-25  
32-28 23-16 27-23 22-17  
7-11 2-7-D 15-19 25-29

—J. Ferrie vs. J. F. Horr.

D—15-19, 25-22, 19-24, 26-23, 24-28, 16-11, 10-15, 22-17, 6-10, 13-9, 28-32, 17-13, 14-18, drawn.—James Lees.

E—19-24, 18-14, 24-27, 31-24, 20-27, 14-9, 6-10, 9-6, 10-14, 6-2, drawn.

#### Variation 2.

25-22-F 18-14-G 18-14 27-23 2-7  
15-24 17-22 11-16 3-8 15-19  
22-18 23-18 14-9 6-2 23-18  
14-17 7-10 6-10 24-27 8-11  
21-14 14-7 9-6 31-24 B. wins  
10-17 2-11 10-15 20-27

—W. Gardner.

F—A tempting move that has led more than one good player astray.

G—32-28, 7-10, 28-19, 17-22, 18-15, 12-16, 19-12, 10-26, 30-23, 22-25, black wins.

#### Variation 3.

14-17 3-8 31-24 11-16 1-5  
21-14 12-3 28-19 18-14 9-6  
10-17 17-21 20-24 27-31 31-26  
31-26 3-10 23-18 14-9 30-23  
12-16 6-31 24-27 2-7 21-30  
19-12 32-28 19-15 29-25 Drawn.

—John Robertson.

#### Variation 4.

10-15-5 2-9 5-14 11-15 17-26  
19-10 27-24-H 22-18 21-17 30-23  
7-14 20-27 1-5 14-21 10-14  
29-25 31-24 18-9 23-18 23-19  
6-10 9-13 5-14 13-17 Drawn.  
13-6 18-9 25-22 18-11

—Alfred Jordan vs. N. W. Banks.

H—23-19, 14-23, 27-18, 9-14, 18-9, 5-14, 30-26, 20-24, 19-15, 10-19, 22-17, drawn.—Bradley.

#### Variation 5.

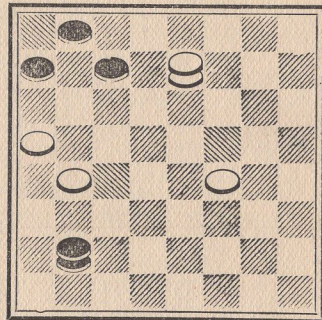
10-14 16-19 2-7 11-15 31-26  
19-15 23-16 25-22 18-11 7-2  
12-16 14-23 19-24 9-27 5-9  
15-8 27-18 22-17 31-24 17-14  
3-12 12-19 7-11 20-27 Drawn.  
22-17 17-14 30-25-6 11-7  
7-10 10-17 24-27 27-31  
29-25 21-14 32-23 25-21

—W. Barnes vs. W. E. Davis.

#### Variation 6.

30-26 18-11 26-23 11-7 3-7  
24-27 9-27 27-31 26-22  
32-23 31-24 23-19 7-3  
11-15 20-27 31-26 22-25

Forms a problem by J. B. Pearson that appeared in volume 1 of the American Checker Review.



Black to play and win.

5-9 17-14 30-26 15-19 22-25  
7-2-7 9-5 3-7 7-3 7-3  
25-21 18-23 26-23 19-23 25-21  
17-14-I 15-11 7-11 3-7 3-7  
9-18 23-26 23-18 23-26 14-17  
2-9 11-7 11-7 7-3 7-3  
21-17 26-30 18-15 26-22 17-13  
19-15 7-3 13-9 3-7 B. wins  
I—19-15, 21-14, 2-7-J, 1-5, 7-2, 6-10, 15-6, 14-10, 6-1, 10-15, 13-6, 15-11, black wins.

J—15-11, 6-10, 13-6, 14-18, 11-8, 18-15, 8-3, 15-11, black wins.

#### Variation 7.

M. H. C. Wardell, the famous problemist, tried to show a draw here by 19-16, but Pearson sustained his win thus:

19-16 11-8 3-8 8-11 2-6  
25-21 14-17 6-9 17-13 10-14  
16-11 8-3-K 13-6 7-2 B. wins  
21-14 9-14 1-10 14-18

K—7-2, 6-10, 13-6, 17-22, 8-3, 22-18, 3-8, 18-15, 8-3, 15-11, black wins.

#### SECOND DOUBLE CORNER.

The line of play given here has always been considered weak for white but new lines of defense have been perfected recently and it is now regarded as a safe defense and one that simplifies this difficult opening to a large extent.

11-15 10-17 16-20-5 2-7-1 22-26  
24-19 21-14 32-27 22-17 23-19  
15-24 16-23 6-9-4 9-13 16-32  
28-19 27-18 25-22-B 14-9 7-16  
8-11 12-16 7-11 13-22 12-19  
22-18 26-23 29-25 9-2 30-16  
11-16 4-8 1-6-3 7-11-D Dr'n.  
18-14-A 31-27 24-19-C 19-15  
9-18 8-12-6 11-16 3-6  
23-14 27-24 25-21 2-7

A—The line under consideration. It is known as the 18-14 "bust."

B—The old authorities all played 25-21. 25-22 is much stronger.

C—The beautiful combination that follows was first published by W. Taylor although several recent authors have attempted to claim the credit for it.

D—7-10 is another good move here.

#### Variation 1.

3-7 14-9 22-26-F 8-11 31-26  
30-26-2 5-14 6-8 16-20 17-13  
6-10 18-2 26-31 23-18 26-22  
22-17 7-11 27-24 26-23 Drawn  
9-13-E 22-18 20-27 19-15  
26-22 13-22 18-14 27-31  
2-6 2-6 31-26 21-17

—C. G. Roger.

E—2-6, 17-13, 10-17, 21-14, 6-10, 13-6, 10-17, 6-2, white wins.

F—11-15-G, 18-11, 10-14, 19-15, 22-26, 6-10, 26-31, 10-17, 31-24, 23-18, white wins.—C. F. Barker.

G—10-16, 19-10, 22-26, 10-7, 26-31, 7-3, 31-24, 3-8, white wins.—Drummond.

#### Variation 2.

19-15 19-26 18-9 6-9 1-5  
16-19 30-23 20-24 23-18-H 26-23  
23-16 9-13 9-5 27-31 5-14  
12-19 14-9 24-27 21-17 7-10  
27-23 5-14 5-1 31-26 Drawn

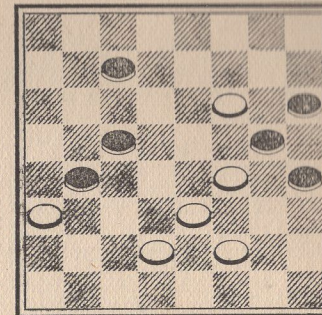
—Joseph Collins.

H—22-18, 27-31, 23-19, 31-26, 1-5, 26-22, 5-14, 7-10, black wins by First Position.—Collins.

#### Variation 3.

2-6 3-10 9-13 13-17 1-6  
30-26 24-19 18-15 18-9  
6-10 11-16 10-14 5-14  
14-7 25-21 22-18 15-11

Forms a problem by J. T. Hennigan.





## SINGLE CORNER.

The Single Corner ranks next to 23-19 as a popular reply to 11-15. It is a favorite with the expert as well as the amateur. The play given here is on what is known as the old trunk line.

11-15 17-13 5-9 13-6 G-16-19  
22-18 7-10 22-18 24-27 20-16  
15-22 27-24 10-14 22-13 11-20  
25-18 9-14 19-15 27-31 2-4  
8-11 18-9 3-8 26-22 19-23  
29-25 5-14 24-19-2 31-26 4-8  
4-8 32-27 17-21-C 22-17 23-27  
24-20 1-5-B 26-22-D 26-19 8-11  
10-15 24-19-4 14-17 6-2 27-31  
25-22 15-24 31-26-1 19-15 9-5  
12-16 28-19 2-7 18-14 Drawn  
21-17-A 14-17 15-10 15-10-F  
8-12 27-24-3 6-24 14-9  
—C. F. Barker vs. R. E. Bowen.

A—27-24 loses by what is known as the "Goose Walk." Continue 15-19-24-15, 16-19, 23-16, 9-14, 18-9, 11-25 and black wins. This play is generally credited to Juan Garcia Canalejas, a Spanish author of 1650. Mr. E. B. Hanes has traced the "Goose Walk" back to the work of Pedro Ruiz Montero, 1590, the oldest checker book known. It is the first game in that book and is left as a black win after the 11-25 jump.

B—3-7 is the usual move but 1-5 is a popular alternative. 14-17 is an old loss. White continues and wins by 23-18.

C—A good move, neglected by most authorities. 2-7 will draw also.

D—31-27, 2-7, 26-22-E, 14-17, 27-24, 17-26, 18-14, 9-27, 30-23, 11-18, 20-2, 8-11, 23-14, 11-16, drawn.—H. McKean.

E—27-24, 7-10, 26-22, 14-17, 30-26, 21-25, 18-14, 9-27, 24-23, 17-26, black wins.—M'Kean.

F—15-18, 14-9, 7-10, 9-5, 10-15, 2-7, 18-23, 5-1, 15-18, 1-6, 18-22, 6-10, 22-26, 10-15, drawn.—D. Kirkwood vs. R. E. Bowen.

G—10-6, 9-5, 6-1, 17-14, 16-19, drawn.—James Wyllie vs. R. E. Bowen.

## Variation 1.

30-26 6-24 22-13 16-19 6-2  
2-7-H 13-6 25-30 23-16 30-23  
15-10 21-25 18-14 12-19 20-16  
Drawn.—James Lees.

H—9-14, 18-6, 11-27, 20-4, 21-25, 31-24, 2-7, 9-2, 25-30, 2-11, 30-7, 22-18, white wins.—A. Jordan vs. H. Jacob.

## Variation 2.

23-19 2-9 2-6 17-21 23-18  
16-23 19-10 9-13 15-11 22-25  
26-19 11-15 6-10 8-15 18-22  
14-23 10-7 15-18 10-19 25-29  
15-10 23-27 24-19 18-22 B.wins  
6-15 7-2 32-28 19-23  
13-6 27-32 19-15 28-24  
—F. W. Drinkwater vs. J. McKenzie.

## Variation 3.

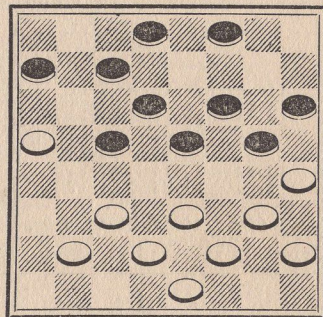
22-18 9-13 14-9 27-11 2-6  
10-14 22-18 17-22 6-2 31-27  
18-9 14-17 9-6 17-22 19-15  
5-14 19-15 3-7 2-6 27-23  
27-24-I 16-19 8-3 11-7 15-10  
6-9 15-8 7-11 20-16 23-18  
18-6 19-28 3-8 22-26 11-7  
2-9 18-14 13-17 6-2 Drawn  
26-22 28-32 8-15 7-3  
17-26 23-19 22-26 16-11  
31-22 32-27 30-23 26-31

—J. Robertson vs. G. Reay.

I—The temptation to play 19-15, 11-18, 20-11, here is almost irresistible. Black continues 12-16, 27-24, 18-27, 24-20, 27-32, 31-27, 32-23, 26-12, 17-22, and wins a long ending by Robertson. 26-22 at I also loses by 17-26, 31-22, 6-10, 27-24, 14-17, 22-18, 17-22.

## Variation 4.

30-25 opens up an entirely different line of play. We illustrate the position.



Black to play and draw.

14-17 22-18 6-10 15-8 26-19  
25-21 10-14 18-15 17-22 13-9  
3-7-5 18-9 11-18 8-3 16-20  
21-14 5-14 20-11 22-26 9-5  
10-17 26-22 10-14 3-7 19-23  
24-19 17-26 19-15 26-30 17-14  
15-24 31-22 12-16 7-10 Drawn  
28-19 14-17 11-7 30-26  
7-10-J 22-18 2-11 10-17

—J. D. Janvier.

J—17-21, 22-18, 7-10-K, 18-15, 11-18, 20-11, 10-14, 11-8, 14-17, 23-14, 6-9, drawn.—James Ash.

K—21-25-L, 19-15, 25-30, 15-8, 16-19, 23-16, 30-32, 8-3, 12-19, 3-1, white wins.

L—6-10, 26-22, 10-14, 18-9, 5-14, 22-18, 14-17, 19-15, 16-19, 23-16, 12-19, 15-8, white wins.

## Variation 5.

10-14 6-10-M 16-30 30-26 18-15  
24-19 22-18 31-27 14-10 27-23  
15-24 11-15 7-16 26-22 15-10  
28-19 18-11 14-7 10-7 23-18  
3-7 14-18 2-11 22-18 N-5-9  
27-24 23-14 21-14 7-3 Drawn  
—Drummond.

M—7-10, 22-18, 6-9, 13-6, 2-9, 26-22, white wins.—E. C. Waterhouse vs. A. Jordan.

N—10-15 loses by 3-8, 15-22, 8-15, 16-19, 15-10, 19-28, 13-9, white wins.

## SINGLE CORNER.

This play is on an old line that has recently become popular. It is strong for black and, unless the beginner is posted, he is apt to find it confusing.

11-15 24-20-3 5-14 24-19 7-16  
22-18 8-12 22-18 3-7 24-20  
15-22 27-24 14-17-D 28-24-E 17-21  
25-18 9-13-C 21-14 1-6 20-11  
8-11 30-25-2 10-17 18-15 21-30  
29-25 6-9-1 26-22 11-18 11-7  
4-8 32-27 17-26 22-15 2-18  
25-22-A 9-14 31-22 13-17 23-7  
12-16-B 18-9 7-10 20-11 Drawn  
—W. Hay.

A—This move is perfectly safe for a draw and is usually adopted by the non-book player, but it is not as strong as 24-20.

B—The best reply. If black plays 10-15, white can get a strong game by 23-19.

C—10-14 and 10-15 are equally strong. They are both old and well known lines.

D—1-5, 18-9, 5-14, 25-22, 14-17, 21-14, 10-17, 22-18, 17-22, 26-17, 13-22, 18-15, drawn.

E—18-15, 11-18, 22-6, 1-10, 20-11, 7-16, 28-24, 13-17, 24-20, 17-21, 20-11, 21-30, 27-24, 30-26, 24-20, 10-14, black wins.—Drummond.

## Variation 1.

5-9-F 6-15 15-19 27-23 6-9  
32-27 9-5 18-15 10-7 14-18  
10-15 16-20 16-20 19-24 31-27  
24-19 27-24 22-18 7-3 7-2  
15-24 20-27 20-24 24-27 27-32  
28-19 31-24 15-11 3-7 2-6  
9-14 12-16 24-27 27-31 1-10  
18-9 24-20 18-15 7-10 18-15  
11-15-G 3-7 27-31 2-6 W.wins  
20-11 20-11 26-22 10-14  
7-16 7-16 31-27 23-19  
19-10 23-18 15-10 11-7

—F. F. Smith.

F—10-14, 18-9, 5-14, 22-18, 6-9, 26-22, 7-10, 24-19, 10-15, 19-10, 2-6, 10-7, 3-10, 28-24, 10-15, 24-19, 15-24, 32-28, white wins.—W. Hay.

G—7-10, 9-5, 6-9, 22-18, 2-6, 19-15, 10-19, 18-15, 11-18, 23-14, 9-18, 20-11, white wins.—Drummond.

## Variation 2.

24-19 23-16 28-19 9-5 22-18  
5-9 12-19 9-14 2-6 6-9  
28-24 26-23 18-9 16-11-H 11-7  
10-15 19-26 11-15 19-24 3-10  
19-10 30-23 19-16 23-19 18-15  
6-15 7-10 15-19 24-27 Drawn  
32-28 24-19 31-26 26-23  
16-19 15-24 10-14 27-31

—Drummond.

H—22-18, 6-9, 16-11, 13-17, black wins.

## Variation 3.

24-19-I 5-14 26-17 8-11 26-22  
16-20 16-12-J 10-15 31-27 11-15  
19-15-4 11-15 17-10 1-6 22-17  
10-19 27-23 7-14 30-26 15-19  
23-16 6-10 23-19 6-10 17-13  
9-14 22-18 15-24 19-16 Drawn  
18-9 15-22 28-19 2-7

—C. L. Burr.

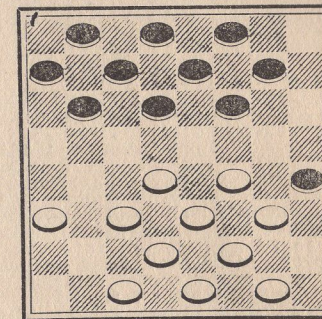
I—The troubles of white begin with this move.

J—22-17, 6-10, 26-23, 8-12, 23-19, 14-18, 19-15, 10-19, 27-23, 18-27, 31-8, 12-19, 8-4, 19-23, 17-14, 7-11, black wins.

—T. M'Evan vs. J. Bradley.

## Variation 4.

28-24 forms a problem that defied solution for over a hundred years. It was first published as a draw by Joshua Sturges in 1800.



Black to play and win.

8-12 10-14 32-27 26-22 3-11  
32-28 7-11 18-14 16-20 10-6  
10-15 28-32 27-23 24-27 9-14  
19-10 11-15 12-8 20-16 6-1  
7-14 32-23 19-15 18-15 23-18  
30-25 15-22 14-9 12-8 1-5  
9-13 23-19 31-26 27-23 11-15  
18-9 12-8 9-6 16-11 2-7  
5-14 20-24 26-22 14-18 15-10  
22-18 22-26 6-2 11-16 7-2  
6-9 14-18 22-18 15-19 18-15  
18-15 8-3 2-7 16-11 5-1  
11-18 24-28 18-14 19-24 14-9  
26-22 3-8 7-11 8-12 1-5  
1-5 19-15 15-18 24-20 10-14  
22-15 8-12 8-12 12-8 2-7  
14-18 15-11 13-17 23-19 15-10  
23-14 26-30 30-25 8-12 7-2  
9-18 28-32 23-19 18-14 9-13  
31-26 30-26 11-16 12-8 5-1  
3-7 32-28 19-15 14-9 14-9  
24-19 26-30 16-20 8-12 21-17  
2-6 15-23 17-22 9-5 9-5  
26-22 25-22 25-30 12-8 2-6  
5-9 11-15 15-19 19-16 10-7  
28-24 12-16 20-16 11-7 6-2  
7-10 28-32 18-23 16-12 7-11  
15-11 16-12 16-20 8-11 17-14  
9-14 32-27 22-26 20-24 13-9  
22-15 12-16 30-25 11-15 14-10  
14-18 27-31 23-18 24-27 9-6  
7-16 16-12 20-16 15-19 2-9  
12-16 23-27 19-24 12-8 5-7  
19-12 30-26 25-30 19-15 B.wins  
10-28 15-19 26-31 27-23  
7-2 26-30 30-25 7-2  
6-10 27-32 31-26 5-9  
2-7 22-18 25-30 15-10

—Prof. H. S. Hartshorn.



## SINGLE CORNER.

We are giving a line of play here which will be found interesting, both from a practical and historical standpoint. As will be seen it has caused the downfall of more than one good player.

11-15	19-15	11-15	11-7	27-24
22-18	10-19	21-17	25-30	18-14
15-22	24-15	14-21	26-23	24-27
25-18	7-11-5	23-18	30-25	23-18
12-16	15-8	15-19	22-17	27-23
29-25	4-11	24-6	13-22	19-16
10-14	27-24-3	1-10	7-2	12-19
25-22	20-27	26-23	22-26	15-24
16-20	31-24	2-7	2-6	22-15
24-19	6-10	23-19	26-31	Drawn.
8-12	24-20	7-11	6-15	
28-24	9-13	30-26-A	31-27	
7-10	18-9	11-16-1	15-11	
32-28	5-14	20-11	25-22	
3-7	28-24-2	21-25	11-15	

—John Drummond. 1861.

A—This forms a problem that has been published many times and has been credited to Frank Dunne, R. D. Yates, W. Gorman and numerous others, but Drummond has the prior claim to its authorship. It is faulty as a problem however, as it has two initial moves and a dual solution.

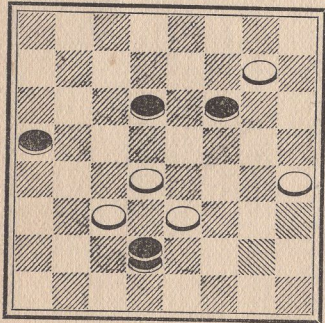
## VARIATION 1.

12-16-B	10-15-C	30-26	14-17	22-26
19-17	8-3	14-10	6-2	Drawn.
21-25	30-25-D	26-17	17-22	
26-23	3-8-E	8-3-G	2-6	
25-30	25-30	17-14-H	11-16	
12-8	18-14-F	10-6	20-11	

G. A. Pierce vs. C. T. Davis.

B—13-17, 22-13, 21-25, 26-22, 25-30, 22-17, 30-25, 18-14, 25-21, 14-7, 21-14, 13-9, white wins.

C—30-26 forms a beautiful little stroke problem which Capt. W. H. Broughton won off R. D. Yates in 1876.



White to play and win.

18-14, 10-17, 8-3, 26-19, 3-7, 17-26, 7-30, white wins.

D—30-26, 22-17, 15-22, 3-7, white wins.

E—3-7, 25-21, 7-16, 21-17, drawn.

F—23-19, 15-24, 8-15, 30-25, drawn.

G—10-6, 15-18, draws but 10-7 loses by 11-16, 20-11, 15-18.

H—17-22, 10-6, 11-16, drawn.

## VARIATION 2.

22-18	23-19	20-16	18-9	2-6
1-5	15-24	11-20	10-14	27-18
18-9	28-19	26-23	9-6	6-9
5-14	2-7	20-24	27-31	Drawn.
26-22	30-26	22-18	6-2	
10-15	7-10-I	24-27	31-27	

—John Drummond. 1861.

I—This variation is noteworthy as it is the first recorded publication of Fifth Position and the authorship of that position should be credited to the old master.

## VARIATION 3.

28-24-4	14-17-K	23-16	5-14	2-7
11-16	22-13-L	9-14	16-11	18-15
24-19-J	16-20	15-11	31-22	B. wins
2-7	18-15	14-18	11-7	
27-24	20-27	11-2	18-23	
20-27	19-16	27-31	7-2	
31-24	12-19	2-9	22-18	

—H. K. Moyer.

J—30-25, 6-10, 24-19, 1-6, 18-15, 14-18, black wins.

K—The winning move which corrects a lot of old play.

L—21-14, 16-20, 19-15, 20-27, 15-10, 6-15, 18-2, 9-25, 30-21, 27-31, 26-22, 31-27, 22-18, 27-31, black wins.

## VARIATION 4.

30-25	27-18	13-15	22-17	7-3
11-16	2-7	23-27	25-22	31-26
18-15	11-2	31-24	17-13	3-7
14-18	16-19	20-27	22-18	26-22
23-14	2-9	15-11	21-17	B. wins
9-18	5-30	27-31	18-15	
15-11-M	22-18	25-22	11-7	
18-23	19-23	30-25	1-5	

—Robertson vs. Wyllie.

M—26-23-N, 2-7, 23-14, 6-10, 15-6, 1-26, 31-22, 16-19, black wins.

N—21-17, 18-23, 27-18, 20-24, 28-19, 16-30, black wins.

## VARIATION 5.

6-10	26-19	20-27	13-9	18-23
15-6	5-14	31-6	11-16	26-19
1-10	23-19	2-9	9-6	16-23
22-17	14-18	17-13	4-8-P	7-10
9-13-O	19-16	9-14	6-2	14-18
18-9	12-19	30-26	8-12	W. wins
13-22	27-24	7-11	2-7	

P. H. Ketchum.

O—7-11, 26-22, 9-13, 18-3, 5-14, 22-18, white wins.

P—16-19, 6-2, 18-23, 26-22, 23-26, 2-6, 26-30, 6-9, white wins.

## SOUTER.

The Souter is an old favorite. It is full of traps and shots that appeal to the amateur. We give some play here not to be found in the standard text books.

11-15	24-20	10-14	19-10	11-15
23-19	15-24	19-10	7-14	14-7
9-14	28-19	6-15	24-19	15-24
22-17	11-15	13-9	18-23-B	7-3
6-9	27-24	14-17	25-22	23-27
17-13	14-17	22-13	3-7	3-7
2-6	21-14	5-14	9-5	27-32
25-22	9-14	13-9-2	7-10	7-10
8-11	26-23	8-11	22-18	32-28
29-25	18-27	23-19-A	14-17-I	Dr'n.
4-8	32-23	14-18	18-14	

—P. H. Ketchum.

A—25-22, 12-16 is the same as variation 6 at the 2nd move.

B—18-22, 25-18, 14-23, 30-25, 3-7, 25-21, 7-10, 21-17, 11-15, 17-14, drawn.

—Drummond.

## VARIATION 1.

23-27	9-6	32-28	19-16	24-31
18-9	10-14	31-27	12-19	7-23
27-32	6-2	28-24	2-7	W. wins

—J. A. Drouillard vs. P. H. Ketchum.

## VARIATION 2.

25-22	25-21	14-9	26-23	2-6
1-6-3	3-7	6-10	32-28	28-19
31-26	21-14	9-6	23-19	6-24
14-17-C	15-18	27-32	11-16	Drawn.
30-25-D	22-15	6-2	20-11	
7-11-F	11-27	8-11	7-23	

—R. Martins.

C—7-10, 23-18, 14-23, 26-19, 3-7, 30-26, 15-18, 22-15, 7-11, 13-9, white wins.

—Martins.

D—23-18-E, 8-11, 18-14, 7-10, black wins.

E—23-19, 7-10, 20-16, 3-7, black wins.

F—17-21-G, 23-19, 21-30, 19-1, 30-23, 24-19, white wins.

G—7-10, 25-21, 3-7, 21-14, 10-17, 23-19, 7-10, 20-16, 10-14, 19-1, 12-28, 1-6, white wins.

## VARIATION 3.

8-11-H	22-13	23-27	6-2	32-27
31-26-6	5-14	1-5	3-8	22-17
14-17	13-9	27-32	2-6	11-16
23-19-I	15-18	5-9	8-11	Drawn.
7-10	9-6	14-18	6-2	
13-9	18-23-5	9-6	18-23	
1-5	6-1-4	11-15	26-22	

—J. Macfarlane.

H—This line is critical if white replies 31-26 but against anything else black gets a fine game.

I—Black has a trap set here. If white plays 13-9, 3-8, 22-13, 15-19, and black wins.

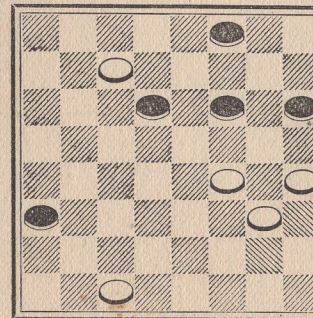
## VARIATION 4.

26-22	1-5	9-6	21-17	9-14
23-27	11-15	18-25	8-11	11-16
6-1	5-9	30-21	6-9	Drawn.
27-31	14-18	3-8	31-27	

—J. Macfarlane.

## VARIATION 5.

18-22, 26-17, 14-21 forms a problem by Percy M. Bradt.



White to play and win.

6-2	15-10	14-10	20-11	22-15
10-14	11-15	15-18	19-24	19-3
2-6	9-14	30-26	8-12	12-16
14-18	23-27	12-16	24-19	30-26
19-15	10-7	10-15	2-7	16-19
3-8	27-32	32-23-K	21-25	W. wins
6-9	7-2	15-8	26-22	
18-23	8-11-J	28-19	25-30	
J	32-28, 2-7, 28-19, 7-11, 15-18, 14-16, 8-15, 16-11, 15-19, 11-15, white wins.			
K	16-19, 15-22, 19-28, 2-7, 11-15, 7-10, 15-19, 26-23, 19-26, 22-31, white wins.			

## VARIATION 6.

If white plays 18-19 black gets a strong game.

13-9	15-18	2-7	26-30	23-18
12-16	14-10	28-32	20-16	22-15
30-25	7-14	7-11	28-24	21-17
14-13-7	17-10	32-28	16-11	25-29
23-14	11-15	11-16	24-20	10-7
16-19	9-6	19-23	11-7	3-10
25-21	15-19	16-19	20-16	2-6
19-28	6-2	23-26	7-2	Drawn.
22-17	18-22	19-23	16-11	

—J. Macfarlane.

## Variation 7.

14-17	16-19	12-19	28-32	23-27
22-13	23-16	25-22	2-6	31-24
3-8	8-12	19-23	11-16	28-10
9-6	24-19	22-18	6-15	Drawn.
1-10	15-24	24-28	32-28	
13-9	9-6	6-2	20-2	

—F. H. Ketchum vs. Howard Tuttle.

## SOUTER.

This play aims to show how to meet some of the odd lines of the Souter. Experts sometimes play these weak or even losing moves to puzzle and confuse the amateur. The wrong reply to a weak move is apt to prove disastrous.

11-15	24-20-5	17-26	24-19	25-22
23-19	15-24	30-23	22-25-C	31-27
9-14	28-19	10-17	23-18	3-7
22-17	11-15	21-14	25-30	27-24
6-9	27-24	6-10-2	27-23	7-10
17-13	14-18-4	25-21	30-25	15-6
2-6	32-27-3	10-17	14-9-D	1-10
25-22	9-14-A	21-14	5-14	Drawn
8-11	26-23	15-18	18-9	
29-25	14-17	19-15-1	7-11	
4-8	23-14-B	18-22	23-18	

—F. H. Morrill vs. C. F. Barker.

A—8-11, 26-23, 9-14, 31-26, white wins.

B—Richard Jordan used to play this line with the black and he scored many wins with it. In one game his opponent varied here with 21-14, 10-26, 19-10, 7-14, 31-15, 6-9, 13-6, 1-28, black wins.

C—7-10, 14-7, 3-10, 15-6, 1-10, 23-18, 8-11, 27-23, 22-25, 13-9, 5-14, 18-9, 11-15, 9-6, 15-24, 23-18, white wins.

D—31-26, 25-30, 19-16, 12-19, 23-16, 30-23, 16-11, 7-16, 20-4, 5-9, drawn.

## Variation 1.

31-26	19-15	20-16	26-17	19-12
1-6	3-7	5-9	14-21	10-26
14-10	24-19	16-11	11-4	Drawn
7-14	7-10	18-22	12-16	

—J. Hynd.



F—This move is weak and seldom played, but it has caused a lot of controversy. Of course 26-23 is correct here.

G—26-23, 9-14, 32-28, 8-11, 30-26, 3-8, 19-16, 12-19, 23-16, 8-12, black wins.—Sturges.

#### Variation 5

22-17 23-18 17-14 27-23-H32-27  
14-18 11-16 22-25 16-19 8-11  
26-23-6 19-15 21-17 23-16 18-15  
18-22 10-19 25-29 7-11 11-18  
25-18 24-15 31-26 16-7 14-10  
15-22 16-20 12-16 3-19 Drawn

—J. McIndoe.

H—26-22, 8-11, 15-8, 3-12, 28-24, 7-11, 32-28, 11-15, 18-11, 9-25, 30-21, 16-19, 24-15, 6-9, black wins.—W. Reid.

#### Variation 6

17-14-7 15-19 6-2 23-19 9-13  
10-17 16-11 23-26 11-7 26-22  
19-10 8-15 2-6 19-15 2-6  
7-14 20-16 10-15 21-17 11-15  
26-22-I 6-10 19-10 15-11 6-9  
17-26 13-6 14-18 7-2 15-6  
30-23 19-23 21-17 18-23 9-2  
11-15-J 26-19 26-30 6-9 1-6  
31-26 15-31 25-21 23-27 2-9  
12-16 32-27 30-26 9-13 22-18  
24-20 31-24 17-14 27-31 B wins  
16-19 28-19 26-23 13-9  
23-16 18-23 16-11 31-26

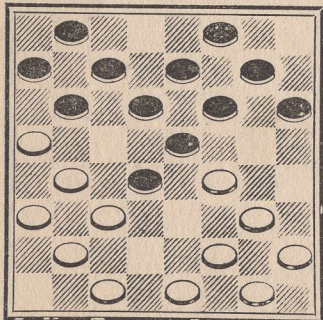
—R. McCulloch.

I—This line is a loss, but it is sometimes played with success. Most authorities give an incorrect continuation.

J—The beginner should carefully note the black moves from here on. Each move is essential to the win.

#### Variation 7

26-22 is a puzzling move to meet. Unless black plays just right, white is very apt to win.



Black to play and win.

11-16 21-17-K15-19 24-15 9-13  
17-14 23-26 23-16 10-19 31-26  
16-23 30-23 12-19 22-15 7-10  
black wins.

K—31-26, 10-17, 21-14, 12-16, 26-12, 6-10, 13-6, 10-26, 30-14, 1-17, 27-23, 17-21, black wins.

#### SWITCHER.

The Switcher is considered the weakest reply to 11-15. This is one of the strong black lines against it.

11-15 13-22 15-22 15-24 7-11  
21-17 26-17 32-28 28-19 16-7  
9-13 15-18-C 6-9 8-11 3-17  
25-21 24-20 17-13-5 27-24 12-8  
8-11 2-6 9-18 12-16 5-14  
17-14-A 29-25-7 23-14 19-12 8-3  
10-17 18-22 11-15-4 11-15 18-23  
21-14 25-18 13-9-3 20-16-1 Dr'n.  
6-10 10-15 4-8 15-18  
22-17-B 28-24 24-19 24-20

H. Henderson vs. J. Searight.  
A—This is the usual move, although 24-19, 30-25 and 23-18 will all draw. 29-25 and 23-19 lose for white.

B—29-25, 10-17, 25-21, 4-8, 21-14, 15-18 was once considered a draw but it is now given up as a black win.

C—4-8, followed by 1-6 or 2-6 is another popular line but not quite as strong as the text.

#### Variation 1.

31-27 10-7 15-18 3-7 18-23  
7-11 3-10 8-3 6-9 27-18  
14-10 12-8 1-6-2 7-16 14-23  
5-14 Drawn.

—Bonar vs. Ferrie.

#### Variation 2.

11-15 7-2 14-17 6-13 22-29  
3-7 6-9 2-6 19-28 13-6  
1-6 20-16 15-19 30-25 W. wins

—L. M. Lewis vs. E. H. Payne.

#### Variation 3.

27-23 7-10 22-17 14-10 10-7  
4-8-D 14-7 30-25 31-26 8-11  
23-18 3-10 18-14 11-15 7-2  
8-11 30-26-E 25-21 3-7 12-16  
24-19 22-25 14-7 10-3 26-23  
15-24 26-22-F 21-14 19-10 1-6  
28-19 25-30 7-3 3-8 Drawn.

D—If 15-18, 14-10, white wins.  
E—31-27, 1-6, 18-15, 11-18, 20-16, 10-14, 16-11, 5-9, 11-7, 18-23, 27-18, 14-23, 7-2, 23-27, black wins.  
F—26-23, 25-30, 31-26, 1-6, black wins.

#### Variation 4.

1-6 14-17 17-22 25-22 3-8  
27-23-G 9-6 24-19 28-24 11-7  
6-10 22-25 22-25 22-17 12-16  
14-9 30-14 19-15 24-19 20-11  
5-14 10-17 25-30 17-22 8-15  
23-19 19-10 2-6 19-15 Drawn.  
11-15 7-14 30-25 14-18  
13-9 6-2 15-11 15-10

—H. L. Pigeon vs. G. A. Pierce.  
G—24-19, 7-10, 14-7, 3-10, 27-23, 5-9, 30-26, 9-14, 26-17, 14-21, 31-26, 11-15, 19-16, drawn.

#### Variation 5.

24-19 7-21 31-26 25-29 6-2  
9-18 28-24 25-29 14-9-6 15-19  
23-14 22-25 19-15 29-25 10-6  
11-15 24-19 4-8 15-10 Drawn.  
19-10 25-29 23-18-H 8-11  
5-9 27-23 29-25 9-6  
14-5 29-25 18-14 11-15

H—23-19, 29-25, 15-10, 8-11, 10-6, 1-10, 5-1, 3-8, 1-6, 11-15, black wins.

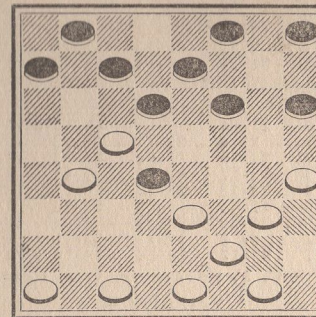
#### Variation 6.

14-10 23-19 6-2 2-7 30-26  
29-25 22-18 12-16 3-10 10-15  
26-23 10-6 19-12 12-3 B. wins  
25-22 18-11 11-15 15-11

—W. J. Walker.

#### Variation 7.

28-24 forms a position that has caused a lot of controversy:



Black to play and win.

6-9 10-15 7-21 13-17 26-22  
30-26-8 24-19 22-18 24-27 20-16  
4-8 15-24 21-25 25-22 3-7  
32-28 28-19 18-15 26-23 24-20  
9-13 11-15 25-30 22-26 21-25

26-22 19-10 23-19 23-18 B. wins  
18-25 5-9 30-25 17-21  
29-22 14-5 31-26 18-14

H. F. Shearer.

#### Variation 8.

32-28 10-17 25-18 5-14 23-14  
9-13 23-14 17-22 29-25 1-6  
30-25 7-10 27-23 22-29 28-24  
13-22 14-7 10-14 31-26 29-25  
24-19 3-10 18-9 14-18 B. wins

—Robert McLaren.

#### SWITCHER.

The replies to 11-15 have have all been pretty well analyzed and explored, yet our experts seem to have more trouble with the Switcher than any other opening on the board.

11-15 4-8 11-15 2-9 22-26  
21-17 29-25-4 28-24 21-14 17-13  
9-13 1-6-A 3-8-C 9-13 26-31  
25-21 25-21 24-20-1 25-21 13-9  
8-11 15-19-3 8-12 18-22 31-26  
17-14 23-16 32-28 26-17 9-6  
10-17 12-19 15-19 13-22 26-22  
21-14 24-15 20-16 27-24 14-9  
6-10 11-18 6-9 19-23 5-14  
22-17-5 30-25 17-13 21-17 6-2  
13-22 8-11 10-17 12-19 Drawn  
26-17 31-26 12-6-B 24-15

—Richard Jordan vs. J. C. Brown

A—One of the strong black lines.

B—21-14, 2-6, 25-21, 18-22, 26-17, 9-13, 27-24, 19-23, 17-14, 12-19, 24-15, 23-26, 28-24, 26-31, 24-20, 31-26, 20-16, 26-22, 16-11, 7-16, 14-10, drawn.—J. A. Kear, Jr.

C—15-19, 24-15, 10-13, 17-13, 3-8, 21-17, 8-12, 25-21, 18-22, 27-23, drawn.  
—James Wyllie.

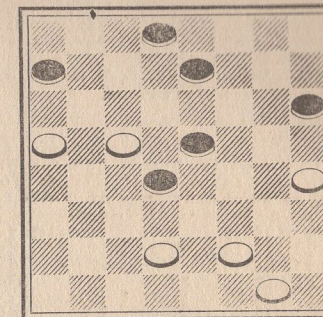
#### Variation 1.

17-13 8-12 14-7 11-15 15-18  
10-17 32-28-2 2-11 3-7 23-27  
21-14 12-16 9-6 15-18 18-25  
6-10 24-20 18-23 7-11 31-26  
25-21 16-19 27-18 19-23 20-16  
10-17 18-9 15-31 11-15 Drawn  
21-14 7-10 6-2 18-22

—J. Ferguson.

#### Variation 2.

24-20 forms the position on the diagram which Richard Jordan won from Robert Stewart



Black to play and win.

15-19 18-23 30-26 31-27 10-17  
32-28 24-15 24-19 15-11 16-11  
2-6 23-30 26-31 6-10 27-24  
27-24 28-24 20-16 11-2 B wins

#### Variations 3.

15-18 10-17 6-9 9-14 14-18  
30-25 21-14 13-6 19-16 22-15  
11-16-D 20-24 2-27 12-19 11-18  
24-19-E 27-20 31-24 24-15 Drawn  
16-20 18-27 5-9 7-11  
17-13 32-23 25-22 15-10

—A. H. Barnes vs. J. D'Orto.

D—An improvement on 12-16, 24-20, 16-19, 23-16, 18-22, 25-18, 10-15, drawn.

E—Black has a trap set here. If 24-20, 6-9, 20-4, 9-13, 25-22, 18-25, 4-8, 13-22, 23-18, 25-30, black wins.

#### Variation 4.

23-19-F 18-27 25-22 16-19 26-19  
2-6 32-23 10-15 24-15 11-25  
27-23-G 6-9 19-10 5-9 30-21  
15-18 23-18 12-16 14-5 13-23  
29-25-H 9-13 31-26 7-23 B wins

—F. E. Stebbins.

F—A tricky line but it loses.  
G—29-25, 6-9, 31-26, 9-18, 26-22, 12-16, 19-12, 11-16, 24-20, 8-11, 27-24, 16-19, 32-27, 5-9, black wins.  
H—32-27, 5-9, 14-5, 11-16, black wins.

#### Variation 5.

29-25-I 6-10 28-24 12-16 24-30  
10-17 25-21 25-29 23-19 23-14  
25-21 10-17 32-28-K 16-23 7-2  
4-8 21-14 29-25 26-19 14-17  
21-14 18-22 31-26 5-9 19-15  
15-18-J 26-17 25-30 28-24 17-13  
22-15 13-22 19-15 8-12 B wins  
11-18 23-18 7-10 15-11  
24-19 22-25 14-7 30-26  
1-6 27-23 3-19 11-7  
30-25-6 2-6 24-15 26-23

—P. Thirke.

I—This move has stood in the books as a draw for years.

J—White can draw against 15-19.  
K—18-15, 6-9, 32-27, 9-18, 23-14, 29-25, 31-26, 25-30, 26-23, 30-26, 24-20, 26-31, 27-24, 31-27, 23-18, 27-32, black wins.

—A. Buchanan vs. D. Bryant.



## Variation 6.

19-15	26-10	19-16	22-17	16-7
12-16	18-22	25-29	25-22	3-10
15-10	24-19	32-27	17-13	6-1
6-15	13-17	29-25	22-13	14-17
28-24	27-24	31-26	27-24	20-16
8-11	17-21	25-29	18-9	21-25
23-19	24-20	26-22	18-6	B wins
16-23	22-25	29-25	7-14	

—W. Gardner vs. J. A. Kear. Sr.

## SWITCHER.

The line of play on the Switcher given here, like the 3-8 line of the Dundee, was abandoned years ago by the experts, but it has recently come into favor again. It is probably as good a defence as white can put up against the Switcher.

11-15	28-19	8-11	32-28	G 9-14
21-17	11-16-4	25-22	10-17	18-9
9-13	22-18	6-9-3	22-6	5-14
25-21	13-22	29-25	2-9	23-16
8-11	26-17	11-16-1	19-15	7-11
30-25	A 16-20-D	31-26	16-19	Drawn
4-8	B 17-14	1-6	23-16	
24-19	C 10-17	25-21	12-19	
15-24	21-14	6-10	F 27-23	

—Victor Robertson vs. P. H. Ketchum.

A—The line in question.

B—Against 5-9 or 6-9, 17-14 gives white a good game.

C—17-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 15-18 is a published loss for white.

D—Now the same as a Second Double Corner variation brought up by 11-15, 24-19, 15-24, 28-19, 8-11, 22-18, 11-16, 25-22, 16-20, 22-17, 9-13, 30-25, 13-22, 26-17, 4-8.

E—The old authorities gave this move as a loss for white and 25-21 as the draw yet 25-22 is the strongest.

F—7-10, 14-7, 3-10, 18-15, 10-14, 15-11, 9-13, 22-18, 6-10, 18-9, 5-14, 26-22, white wins.

G—22-17, 9-13, 26-22, 7-11, 14-7, 3-10, 32-28, 2-6, 28-24, 6-9, black wins.

## Variation 1.

1-6	31-22	2-7	21-14	3-17
19-15	12-16	22-17	16-19	Drawn
7-10-2	8-4	9-13	23-16	
15-8	6-10	17-14	7-11	
10-26	25-21	10-17	16-7	

—P. H. Ketchum.

## Variation 2.

11-16	16-19	16-19	10-17	10-14
15-10	11-8	22-17	21-14	8-11
6-15	12-16	2-6	7-10	14-18
18-11	8-4	17-13	14-7	31-26
9-18	19-24	6-10	3-10	W. wins
23-14	25-21	32-28	4-8	

—J. Dougherty.

## Variation 3.

6-10	3-8	31-24	1-10	31-27
31-26	12-3	28-19	29-25	18-14
10-17	2-6	20-24	24-27	Drawn
22-13	3-10	23-18	25-21	
12-16	6-31	5-9	27-31	
19-12	32-28	13-6	21-17	

—J. Drouillard vs. J. Dougherty.

## Variation 4.

11-15	32-28	7-10	19-16	6-10
17-14	13-17-5	26-23	12-19	20-16
15-24	22-13	10-14	24-8	10-15
27-20	6-9	25-22	3-12	19-10
10-17	13-6	5-9	28-24	12-19
21-14	2-27	23-19	1-6	10-6
8-11	31-24	9-13	24-19	Drawn

—M. L. Davis vs. J. Dougherty.

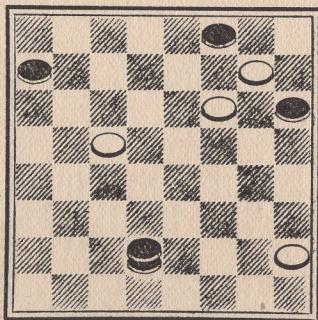
## Variation 5.

6-10	21-14	9-13	15-10-6	18-15
25-21	2-6	23-19	26-23	10-6
10-17	22-18	13-22	10-6	16-19
21-14	13-17	19-15	7-11	6-1
1-6	26-22	22-26	6-2	15-18
29-25	17-26	15-8	12-16	1-6
6-10-7	31-22	26-30	8-4	18-15
25-21	6-9	18-15	23-18	6-1
10-17	22-17	30-26	14-10	Drawn

—C. F. Barker vs. Wm. Rees.

## Variation 6.

15-11, 7-16, 20-11, looks plausible but is loses and forms a neat problem by Wm. Rees.



Black to play and win.

26-23, 14-10, 12-16, 8-4, 16-20, 11-7, 5-9, 7-2, 3-8, 4-11, 20-24, black wins.

## Variation 7.

11-15	10-1	25-30	23-18	21-25
23-18	29-25	26-23	17-21	23-26
7-11	1-6	9-14	9-14	22-17
14-10	2-9	1-6	25-22	20-16
13-17	13-6	30-25	18-15	12-19
22-13	5-9	6-9	11-18	26-23
15-29	6-1	14-17	14-23	Drawn

—Smith vs. Jackson.

## WHILTER.

Experts consider the Whilter the strongest opening black can play against 23-19.

11-15	8-11-5	10-17	27-24	5-9
23-19	31-26	21-14	2-6	26-23
9-14	4-8-D	16-20	27-32-H	19-26
22-17	25-22	19-15	6-10	10-12
7-11-A	16-20	7-11-F	8-12	26-31
25-22	23-18-E	23-19-4	10-3	22-17
11-16	14-23	2-7-3	32-27	11-15
26-23	27-18	19-16-1	3-7	12-16
5-9-B	20-27	12-19	12-16	15-18
17-13-C	32-23	15-10	7-3	17-13
3-7	15-24	6-15	27-23	Drawn
29-25	28-19	13-6	14-10	
1-6	11-16	20-24-G	23-7	
22-17	17-14	6-2	3-10	

—Andrew Anderson.

A—This forms the Whilter.

B—16-20 is a good line but 3-7 loses by 22-18, 15-22, 19-15.

C—23-18, 14-23, 27-11, 8-15, 31-27, 16-23, 27-11, 3-8, etc., black wins.

D—This is known as the 4-8 Whilter and is very strong for black.

E—19-16, 12-19, 23-16, 8-12, black wins.

F—20-24, 14-10, 7-14, 15-10, drawn.

—Anderson.

G—If black plays 19-24, white must reply 14-10 or black wins.

H—8-12, 6-10, 5-9, 10-3, 9-13, 22-17, 13-31, 8-7, 15-22, 7-32, drawn.—Priest vs. Dick.

## Variation 1.

26-23	30-25	14-10	18-9	6-9
11-16	24-27	7-14	5-14	Drawn.
22-17-2	25-21	17-1	1-6	
20-24	27-31	9-14	31-27	

—J. T. Denver vs. H. Z. Wright.

## Variation 2.

30-25-I	13-6	3-7	7-11-K	22-18
8-11	10-26	10-14	26-31	27-24
15-8	8-3-J	18-9	25-22	B. wins
6-10	7-10	5-14	31-27	

I—30-26, 7-11, 14-10, 20-24, 10-1, 9-14, black wins.

J—6-2, 26-31, 2-11, 20-24, black wins.

K—19-15, 26-30, 25-21, 30-26, black wins.

## Variation 3.

20-24	10-1	24-28	21-17	7-11
14-10	6-14	1-8	32-28	10-6
9-14	30-21	2-7	17-14	24-27
18-9	14-18	5-9	28-24	14-10
11-25	19-15	28-32	15-10	Drawn.

—Anderson.

## Variation 4.

14-10-L	2-9	6-10	15-19	O-11-15
20-24	18-6	28-32	2-7-N	19-23
10-1	27-31	10-14	10-24	26-19
9-14	6-2	32-27	14-17	31-26
18-9	8-11	2-6	12-16	30-23
11-27	1-6	11-15	7-11	27-11
9-6	24-28	6-2-M	16-19	Drawn.

—F. Dunne.

L—A natural move to make but it gives white a weak game.

M—22-18, 15-22, 26-17, 31-26, black wins.

N—2-6, 19-23, 26-19, 31-26, black wins.

O—In the international match between England and Scotland, 1899, W. Gardner against Robert Stewart played 11-16, 27-23, 17-21-P, 24-28, 30-25, 28-30, 16-23, 31-26, 28-27, 26-17, 21-14, 30-21, 27-32, 21-25, 14-18, drawn by the Payne position.

P—Friedman against Jordan continued 16-20, 24-28, 20-24, 23-18, 22-25, 31-13, and Jordan won.

## Variation 5.

14-18-7	32-27	4-8	21-14	11-16
23-14	8-15	31-26	6-10	19-15
16-23	24-19	8-11	25-21	18-22
27-11	15-24	17-14	10-17	Drawn.
9-18-6	28-19	10-17	21-14	

—R. Main.

## Variation 6.

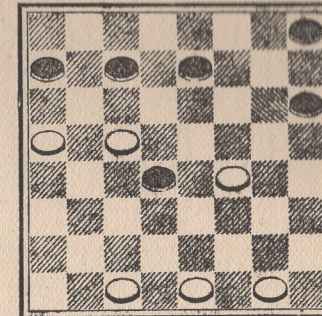
8-15	28-19	10-17	25-21	2-6
24-19	9-18	21-14	10-17	
15-24	17-14	6-10	21-14	

This position occurred in a Scottish tourney and K. Holmes failed to see the win.

## Variation 3.

14-17-F	13-6	2-9	18-9	16-19
21-14	10-17	13-6	5-14	3-7
12-16-G	22-13	7-10	2-7	11-15
30-25	15-31	6-2	31-26	drawn
6-10	23-18	10-14	7-3	

—Luke Phillips.



White to play and win.

19-15	12-16	32-23	7-11	27-28
4-8	26-23	16-20	23-18	W. wins
30-26	18-27	31-27	11-16	

## Variation 7.

7-11	16-80	11-16	4-11	16-20
30-26	7-3	19-15	3-8	27-23
14-18	15-18	8-11	11-15	W. wins
23-7	24-19	15-8	8-11	

—Drummond.

## WHILTER.

The old authors made a very complicated game out of the Whilter. The line of play given here simplifies the game and is a very safe defense for the beginner to adopt with the whites.

11-15	17-13	1-5-5	24-19	17-21
24-19	3-7	22-18	9-14	25-22
9-14	24-20-B	4-8	18-9	14-17
22-17	15-24	32-27-2	5-14	19-15
7-11	20-11	8-11	31-26	21-25
25-22	8-15	27-24	11-16-1	30-14
11-16	28-19	14-17	20-11	6-10
26-23-A	15-24	21-14	7-16	drawn
5-9	27-20	10-17	29-25	

—Andrew Anderson.

A—White can draw by 17-13, 29-25 or 27-23, but 26-23 is best.

B—The line in question. 29-25 or 22-17 are usual, but give black the option of a number of strong lines.

## Variation 1.

7-10	23-7	17-26	29-25	17-22
19-16	2-11	30-23	14-17	drawn
12-19	26-22-C	10-15	25-21	

—Drummond.

C—26-23, 10-15, 29-25, 17-21, 25-22, 14-17, 30-26, 21-25, 23-18, 25-30. Black wins.

## Variation 2.

29-25	25-22	26-23	21-14	20-11
8-11	15-19-3	19-26	11-15-E	9-25
31-26-4	23-16	30-23	18-11	drawn
10-15-D	12-19	14-17	7-16	

—Drummond.

D—11-16, 20-11, 7-16, 25-22, 16-19, 23-16, 12-19, 26-23, 19-26, 30-23, 10-15, 18-11, 14-17, drawn.—Drummond.

E—6-10, 13-6, 10-26, 6-1, 26-31, 23-19, drawn.—Price.



F—7-10, 32-28, 2-7, 28-24, 12-16, 21-17, 14-21, 23-19. White wins.  
 G—6-10, 13-6, 10-17, 22-13, 15-31, 23-19, 2-9, 13-6, 5-9, 6-1, 7-10, 1-5. White wins.—Price.

## Variation 4

25-22	7-10	19-12	27-31	8-1
14-17	27-24	11-15	12-8	25-21
21-14	10-15	23-19	31-26	17-14
10-26	22-17	15-24	8-3	21-17
31-22	15-22	30-23	26-30	B.wins
12-16	24-19	24-27	3-8	
32-27	22-26	23-18	30-25	

—F. Tescheleit.

## Variation 5

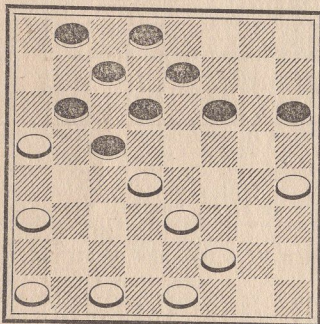
4-8	7-10	29-25	14-18	15-10	25-22
22-18	H 16-19	26-22	14-23	18-15	
8-11	23-16	18-23	10-3	23-26	
32-28	6-12	19-18	26-30	15-11	
20-11	2-7	25-22	30-25	22-18	
7-16	30-26	23-26	22-18		

—A. Haggie.

H—22-17 was played here in the Fourth American Tourney, but it loses if followed by 8-11, 30-26, 1-5, etc.

## Variation 6

32-27 forms a position by Robert Stewart, champion of the world.



Black to play and win.

11-16	24-15	6-10	29-25	16-19
20-11	10-26	15-6	10-15	23-16
7-16	30-23	1-10	25-22	14-18
27-24	12-16	13-6	9-13	B.wins
16-19	18-15	2-9	31-26	

## Variation 7

10-15	20-16	2-11	27-24	10-19
22-17	12-19	26-23	18-27	23-16
7-10	23-16	11-16	I 24-20	drawn
30-26	8-11	32-27	16-19	K
4-8	16-7	15-18	J 31-15	

—Drummond.

I—15-18, 29-25, 18-27, 32-23, 11-16, 25-22, 16-20, 31-27. White wins.

J—15-19, 31-26, 1-5, 29-25, white wins, or 16-20, 31-26, 1-5, 26-22. White wins.

K—27-32, 20-11, 32-28, 31-27, 28-32, 27-24, 32-27, 24-20, and white can win by making two kings.

## WILL O' THE WISP.

The Will O' the Wisp is an elusive opening. The positions that arise in some of the variations given here crop up in the Double Corner and various other openings and will be found of value in cross board practice.

11-15	27-23	6-11	15-15	12-19
23-19	8-11	B 30-26	3-18	20-16
9-13	26-22	4-8	15-8	19-23
22-18	6-10	25-22	12-16	16-12
15-22	22-18	8-11	32-23	7-11
25-18	1-5	22-17	2-3	12-8
10-14	A 18-9	13-22	24-20	11-15
18-9	5-14	26-17	16-19	Drn.
5-14	29-25	15-18	1-23	16

John Howe, Jr., vs. J. F. Horr.

A—This line is an old favorite. 7-11 and 5-9 are of equal merit.

B—6-10, 19-16, 12-19, 24-6, 1-10, would leave black with a critical, if not a lost, position.

## Variation 1

It requires care on the part of black to draw this variation.

11-16	28-19	14-18	2-7	18-23
24-20	3-8	23-7	10-14	Drn.
15-24	17-13	16-30	7-10	
20-11	2-6	7-2	14-18	
7-16	31-26	6-10	10-15	

P. H. Ketchum vs. W. J. Bowe.

## Variation 2

32-24	24-20	C 13-9	2-6	24-19
2-6	18-22	D 13-13	27-32	23-16
22-17	27-24	19-16	6-10	14-13
13-22	22-26	12-19	32-27	17-22
26-17	31-22	24-6	10-14	18-25
3-8	14-18	E 8-12	27-23	16-19
17-13	22-15	6-2	F 28-24	Drn.
15-18	11-27	7-11	13-17	

—A. Sheehan.

C—31-26, 18-22, 16-17, 11-15, 23-18, 14-32, 17-14, drawn.—Drummond.

D—11-15 allows white a shot but it only draws by 13-9, 6-13, 20-16, 15-24, 27-20, 12-26, 31-6, 7-10, 6-2, 10-15, 2-6, 15-19, drawn.—M. J. Brennan.

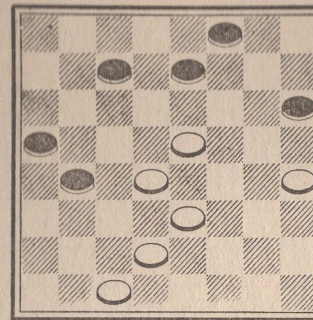
E—This is worth trying: 14-17, 21-14, 10-26, now 23-18 draws but white might attempt to win by 19-16, 12-19, 23-16, then 8-12 leaves white helpless.

F—Only move to draw.

## Variation 3

31-26	5-24	30-28	22-18	19-15
4-8	15-24	15-24	14-17	
25-22	28-19	28-19	21-14	
8-11	11-15	2-6	10-17	

And we have a very fine problem.



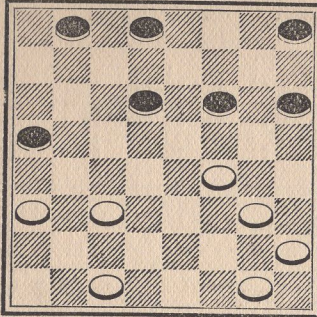
Black to play and draw.

7-10	4-26	17-20	16-11	11-4
23-19	13-22	3-8	6-9	10-14
17-22				Drawn



**Variation 6.**

8-11 forms a position by the late Prof. F. A. Fitzpatrick.



White to move and win.  
 22-18 24-15 18-15 32-27 11-8  
 11-16 4-8 12-16 1-5 9-14  
 19-15 15-10 30-26 15-11 26-22  
 10-19 16-19 8-12 5-9 W. wins

**Variation 7.**

8-11 30-26 7-11 26-23 18-22  
 23-18 5-9 15-8 10-15 27-23  
 11-16 18-15 4-11 18-14 11-15  
 18-11 10-19 22-17 9-18 23-18  
 16-23 24-15 13-22 23-14 15-19  
 27-18 3-7 25-18 15-18 18-15  
 7-16 32-27 E 6-10 14-10 Drawn.

R. T. Ward vs. W. Gardner.  
 E—This position comes up in the Double Corner colors reversed. 9-14, 22-18, 5-9, 24-20, 10-15, 28-24, 15-22, 26-10, 7-14, 25-22, 1-5, 22-17, 14-18, 23-14, 9-18, 30-26, 3-7, same as at note E.

**CORRECTIONS.**

The following corrections have been noted since the body of the book has been in type.

Denny, page 14, variation 5, at the 6th move for 6-9 play:

6-10	16-11	15-31	2-6	13-17
27-24	7-16	11-7	17-22	14-23
2-6	20-11	10-15	6-9	31-27
24-20	18-22	7-2	14-18	B.wins
6-9	25-18	9-13	9-14	

—“Free Lance.”

Denny, page 15, variation 2, at the 19th move for 30-25 play 29-25, 22-29, 30-26, drawn.—Asa Long.

Dundee, page 20, variation 4, at the 9th move for 32-27 play 25-21, 6-10, 22-17, 5-9, 17-13, 10-15, 13-6, 2-9, 31-27, 19-24, 27-23, 24-27, 23-19, 15-24, 32-23, 24-27, 26-22, drawn.—J. Jack.

Glasgow, page 26, variation 2 left as drawn, continue 17-14, 9-18, 27-23, 18-27, 32-23, 5-9, 23-18, white wins.—Christy Mathewson. It looks as though the first move in that variation was a loss.

Second Double Corner, page 34, variation 2, at the 21st move for 6-2 play:

23-18	3-7	15-19	16-7	26-22
8-11	15-18	25-21	17-14	21-25
6-2	7-11	9-6	7-11	22-18
22-25	16-20	21-17	14-18	25-22
30-21	6-10	6-2	11-16	10-15
15-22	18-22	17-14	22-25	24-27
2-7	10-15	11-8	19-15	32-23
24-28	12-16	14-18	18-11	22-26
13-9	21-17	8-12	16-7	15-19
22-25	16-19	26-30	26-30	28-32
9-6	17-13	12-16	7-10	18-14
29-25	19-23	30-25	30-25	32-27
6-2	15-19	2-7	10-15	23-18
29-25	23-26	25-31	25-22	27-23
2-6	13-9	7-11	15-10	19-16
20-24	26-30	21-17	22-17	26-22
7-3	19-15	11-15	31-26	18-15
11-15	30-26	18-11	17-21	Drawn

—Frank Dunne.

Whilter, page 44, note H, continue with 31-27 and white can draw.

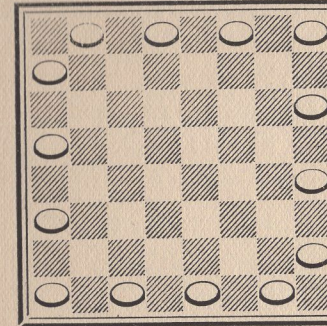
**CHECKER PUZZLES.**

Place eight men in a row on the checker board like this:



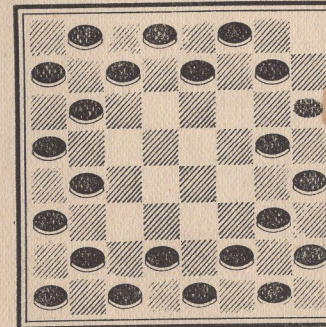
Take any one man and jump over two and crown the third man and continue like this until four men are crowned. In jumping a king, the king counts as two men.

Place fourteen men on the board like this:



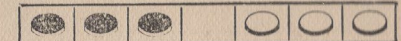
Now place an extra man on any vacant square you wish and jump it with any one of the marginal men, on the same diagonal, either backward or forward and continue jumping until but one man remains on the board. The capturing man must always land on the square next beyond the man jumped, but of course, the squares that intervene make no difference.

Place the men on the board like this:



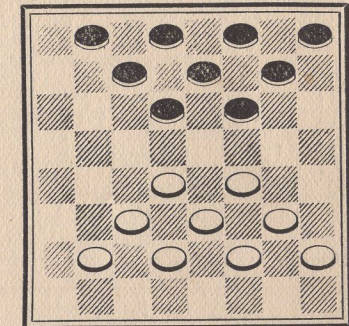
Now start jumping one man at a time like you jump in the ordinary game of checkers and continue until only one man remains on the board. If you place a man in the upper right hand corner you can not work this puzzle.

Place three black men and three white men in a row on the board like this:



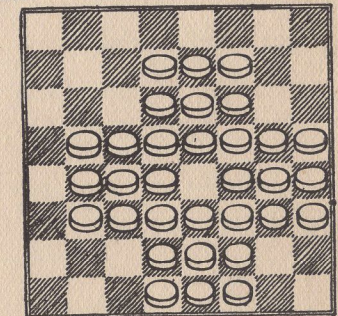
The object is to change the black men to the squares occupied by the white men and the white men to the squares occupied by the black men in the fewest number of moves. Move either to the left or right, one square at a time or jump one man at a time as in checkers. No moving backward.

After you have worked the above puzzle place nine black men and nine white men on the board like this:



Change the white men to the squares occupied by the black men and the black men to the squares occupied by the white men by moving one square at a time or jumping one man at a time as in checkers. Do not move outside the squares occupied by the men except the single vacant space between. The moves need not be made alternately. No moving backward.

Place the men on the board like this:



Jump the men off the board one at a time, either horizontally or vertically and have the last man land on the center square. You are not allowed to jump outside the squares occupied by the men.



## SOLUTIONS TO PUZZLES.

## First Puzzle.

Here are the men all set:



Here is the first jump:



Here is the second jump:



Now jump over each king and you have the men all crowned.

## Second Puzzle.

Place the extra man on square 10 and jump as follows:

1-15	12-26	30-23	28-10	20-7
4-18	31-22	32-18	21-7	3-10
5-23	13-26	29-15	2-11	

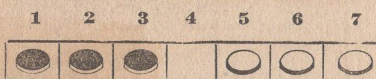
## Third Puzzle.

Jump as follows:

5-14	4-11	28-19	14-7	31-22
3-10	11-2	30-23	7-16	22-29
14-7	2-9	23-16	32-23	
2-11	13-6	20-11	12-19	
16-7	1-10	21-14	19-26	

## Fourth Puzzle.

For the solution to this puzzle we will number the squares like this:



It can be solved in fifteen moves thus:

3-4	4-6	3-1	6-7	3-2
5-3	2-4	5-3	4-6	5-3
6-5	1-2	7-5	2-4	4-5

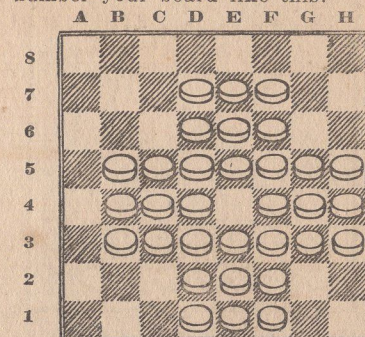
## Fifth Puzzle.

This is perhaps the hardest one of the lot:

11-15	10-15	23-18	11-8	1-6
18-11	19-10	26-23	7-11	10-1
22-18	24-19	22-26	10-7	19-10
15-22	15-24	15-22	19-10	23-19
8-15	8-15	10-15	28-19	18-23
4-8	3-8	19-10	24-28	15-18
11-4	10-3	23-19	15-24	6-15
18-11	7-10	27-23	11-15	10-6
25-18	2-7	24-27	18-11	19-10
22-25	11-2	15-24	15-18	15-19
15-22	18-11	8-15	6-15	

## Sixth Puzzle.

For the solution you will have to number your board like this:



There are many variations to the way this puzzle can be worked, but this is perhaps the simplest:

2e-4e	3h-5h	2d-4d	5g-5e
3g-3e	5e-5g	3b-3d	5e-5c
1f-3f	5h-5f	5b-3b	3d-5d
1d-1f	5c-5e	3e-3c	5c-5e
4f-2f	7d-5d	3b-3d	6e-4e
1f-3f	7f-7d	5e-3c	4f-4d
6f-4f	4d-6d	3e-3g	4c-4e
5h-5f	7d-5d	3g-5g	

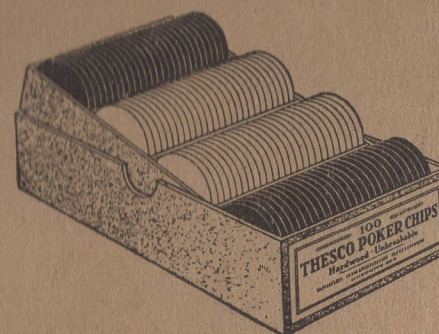
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